PRIMA'S SECRETS OF THE GAMES®

Conquest of the New World™

The Official Strategy Guide

Michael Rymaszewski

Brilliant Strategies for Fledgling Emperors

ISBN 0-7615-0170-3

Michael Rymaszewski

Prima Publishing
Rocklin, California
(916) 632-4400

Communications, Inc.
Prima™ and P ™ are trademarks of Prima Publishing.
Prima Publishing™ is a trademark of Prima Communications, Inc.

© 1996 by Prima Publishing and Interplay Productions. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Publishing, except for the inclusion of quotations in a review.

Conquest of the New World © 1996 Interplay Productions. All rights reserved. *Conquest of the New World* and Interplay are trademarks of Interplay Productions. All rights reserved. Unauthorized use is prohibited.

Project Editor: M. Scott Schrum
Developmental Editor: Michael Koch

Background map courtesy of the Library of Congress.

All products and characters mentioned in this book are trademarks of their respective companies.

Important:
Prima Publishing, has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either express or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 0-7615-0170-3
Library of Congress Catalog Card Number: 95-70956
Printed in the United States of America

96 97 98 99 BB 10 9 8 7 6 5 4 3 2 1

Contents

Chapter 1. **The Colors of Conquest** 1
First Choices 2
Chapter 2. **Beginning the Conquest** 17
The First five Years 18
Chapter 3. **Exploring the New World** 33
Exploring Land 34
Using Land Units 41
Exploring the Seas 43
Exploring Natives 45
Plotting the Course and Exploring on Persistent 48
Chapter 4. **The Colonies** 51
Counting Heads 52
Types of Colonies 53
Developing a Colony 64
Chapter 5. **The Economy** 77
Commodities in Detail 78
Trade 92
Finances 102
Chapter 6. **The Politics of Conquest** 109
The Importance of Being Liked 109
Chapter 7. **Waging War** 121
The Goals 141
Winning Battles 148
High Native Warfare 163
Chapter 8. **The Right Moves** 167
Growth and Development of Colonies 169
Defining and Adjusting Strategy 171
Multiplayer Conquest 179
Chapter 9. **Conquest by the Numbers** 185
European Buildings and Units 186
High Native Buildings and Units 197
Colony Defense 205

Foreword

Conquest of the New World was originally conceived as a game of exploration and discovery. The seeds of the game came from the old board game of the late seventies, Source of the Nile. Source of the Nile simulated the discovery of the Dark Continent by the European explorers of the nineteenth century (Speke and Burton). It was played on a map of Africa that had the outline of the continent filled in two hexes deep, with the rest of the interior made up of blank hexes. As you moved from known territory to unknown, you'd roll on a series of tables that would randomly create new geography for the hex you were moving into. The hex could contain mountains, rivers, deserts, animals, natives (friendly and otherwise), lost cities, or any number of other interesting features. It was a game of infinite replayability because the map changed each time you played. What a concept!

Computers are perfect machines for creating this sort of environment, so we began researching plate tectonics to create a World Builder module of the game. While that was being done, we started looking for something to do in the world we were going to be creating; and interacting in this kind of environment meant building things such as cities and filling the world with people. Since we also wanted to make the game playable by more than one person, we needed to develop systems for them to interact with each other. The interactions fell into the categories of diplomacy and combat.

So, when we put all the elements we wanted the game to have together (exploration, city building, diplomacy and combat), the perfect historical era to set it in was the opening up of the Americas of the fifteenth and sixteenth centuries. It all fit together nicely.

We also wanted to ensure that players of different skill levels could compete on a level playing field, and could play the style of game that appealed to them, so we created the customizable victory conditions. We also tried, wherever possible, to add computer control of gameplay, so people wouldn't get bogged down doing things they didn't like. Hence, the computer will build your colony for you, or explore or fight for you. You're free to concentrate on what you like to do.

The combat system was designed so that a player could get the feel of combat without the bookkeeping and micromanagement that usually goes along with a wargame. There are cavalry charges, combined arms bonuses, and flank attack bonuses; but people that just want to "push the pieces" can enjoy the fighting just as much without knowing anything about sound military tactics.

I hope you get a feel for the historical period we set the game in, and most importantly, I hope you enjoy it.

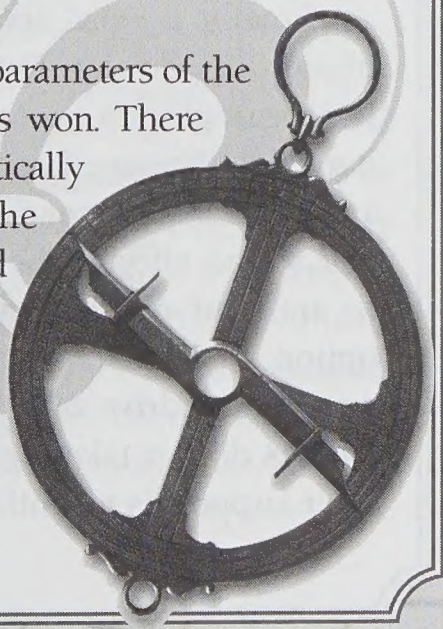
—Vince DeNardo, Producer
Conquest of the New World

Introduction

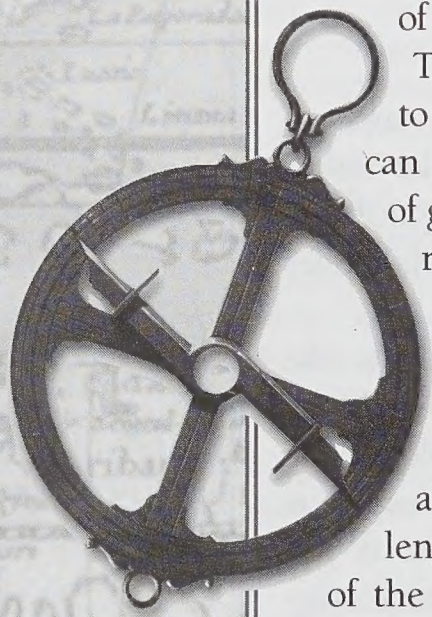
Conquest of the New World is a game of exploration and colonization. Unlike other games in this genre, however, *Conquest* not only grabs your imagination, it also challenges your intellect.

This is because *Conquest of the New World* has a new take on a much talked-about concept: alternative history. While the game environment is historically accurate—your soldiers are armed with period weapons, not ray guns, European explorers are technologically more advanced than natives, and if you choose to play as a European, you will have to pay increasingly onerous taxes to your mother country—it's up to you to determine the course of history and enter your name in the game's *Conquest* Hall of Fame.

In the beginning, you set all the parameters of the game, including how and when it is won. There are no preset conditions that automatically grant you victory. Just like the Europeans who explored and settled the Americas with nothing but the goal of getting rich in mind, you will enter the world of *Conquest* with one goal in mind: to conquer the unknown with the aim to win.



In the process of playing *Conquest*, you'll not only discover new lands and seas, you'll also develop an appreciation for politics—especially if you are playing a multiplayer game. If your mother country is declaring war on a player with whom you enjoy good relations and good trade, it's up to you to find a solution to this quandary. Regardless of the pre-game settings you choose, the game does not force any solutions on you. In *Conquest* you create your own political reality, and it's just one of many alternative realities the game has to offer.



The game's context-sensitive help feature is available to you at the click of your right mouse button, so you can concentrate on the game instead of the mechanics of gameplay. All you have to worry about is finding the right strategy, and the absence of signposts leading the way to victory means having to make many difficult decisions. The strategy you choose depends, to a large extent, on the length of the game you wish to play. Short games (up to 50 turns or thereabouts) challenge your exploration skills. Medium-length games (up to a 100 turns or so) shift a large part of the emphasis from exploration to the development of colonies. Long games (anything over 100 turns) tend to focus on economic development and politics.

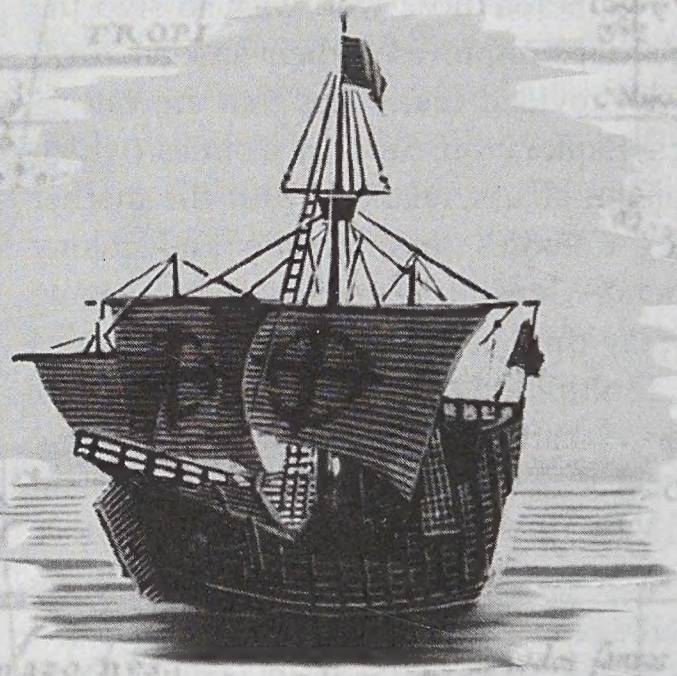
Finally, a word about one of *Conquest*'s unique possibilities. In addition to taking on the mantle of any of five European powers, you may choose to enter the contest playing High Native. The differences between playing Native and playing European go beyond a different set of graphics and sound effects. The whole economic picture is different, so are your political aims. The High Native player has no option other than to attempt federating all native tribes in an effort to drive out the Europeans. But beware, the other natives do not take kindly to the idea of a federation. Since their support is essential to success, the High Native road to

victory is not for the fainthearted, especially since the European player's superior colony-building abilities tend to provide an edge that is hard to beat. In this respect, the plot in *Conquest* mirrors somewhat the historical realities.

The body of this book discusses *Conquest of the New World* in terms of areas of activity: exploration, colonies, industry and trade, war, and so on, with the exception of the opening and closing chapters. Chapter One deals with the pre-game settings, which in effect allow you to create your own game. Chapter Two is for those who wish to skip the game's tutorials, or perhaps improve on their lessons.

In addition, we've provided many tips that are categorized into Economics, Exploration, Strategy, Politics (which covers diplomacy, foreign affairs, relations with the mother country, and spying), Colonies (immigration and colony administration matters), General (gameplay tips ranging from exploiting the play time bonus to switching strategies in mid-game), and Multiplayer (it's different with other humans, we all know that). For your convenience, we've flagged the tips with different icons. This allows you to skim through the entire book looking for advice on a specific subject.

The tactics and strategies described in this book have been repeatedly tested against the computer AI, and should see you on your way to victory in under a 100 turns no matter what transpires during the game. Things are less predictable in multiplayer games, but there are some useful guidelines to follow. People, unlike computers, are emotionally vulnerable, and this opens a whole area of gameplay that is absent when you play *Conquest* against the computer opponent. You may find skillful deceit to be the winning combination—or one that ensures all other players ganging up on you. Prosperity can make as many enemies as allies, and you'll find multiplayer *Conquest* offers infinite varieties on playing a winning game.

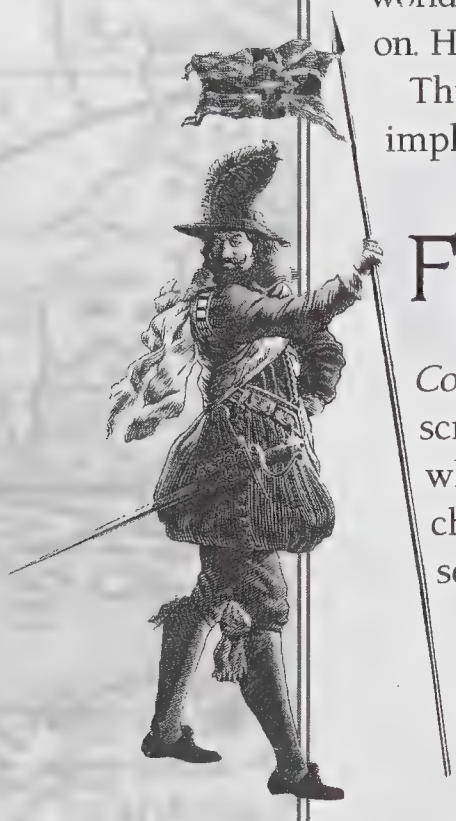


Chapter One
The Colors of Conquest

Conquest of the New World is a game in which you set the victory conditions. There are several scenarios to choose from, involving increasingly complex gameplay. However, *Conquest*'s originality lies in the fact that you can literally make your own game, any way you like it.

There are very few games around that combine solitaire and multiplayer capability into a seamless package. *Conquest of the New World* is one of those few. One of its more interesting features is that you can engage a friend in serial or modem play along with as many as four computer opponents.

Conquest also allows you to award yourself Special Abilities, whose advantages may just win you the game. You can also set the parameters for the randomly generated



world, the number of Indian tribes, computer players, and so on. However, all this choice and control can be confusing.

This chapter examines the available choices and their implications in detail.

First Choices

Conquest offers the opportunity to create a game from scratch. You may select or adjust many factors, all of which determine gameplay. Some of them, such as the choice of your Special Abilities, directly influence your score; other factors are more indirect.

Shaping the Game World

A group of choices shapes the game world, which is randomly generated by the computer at the beginning of each game. Sounds like a paradox? Yes, the computer builds the world, but you choose the building blocks.

The number of water and land "seeds" you choose may decide whether your new world is a single continent or more than one land mass.

When you choose the number of seeds, you choose the number of "land" spots or "water" spots the computer will randomly place on the empty map. The borders of the map are always lined with water; however, all other land or sea squares are generated from the seeds you choose. These seeds start growing at the same time—the land and sea "spots" expand till they fill the map with land and ocean. The more water seeds in proportion to the land seeds, the greater the chance that your new world will consist of several land masses.

The messages that appear on your screen while the

computer grows the New World aren't window dressing; they correspond to what is happening. Having determined the area and shape of land and sea, the computer grows mountains, rivers, jungles, and forests according to a complex model. It is important to realize the world in the game is not the entire globe, pole to pole, but just the northern hemisphere; you'll find ice only in the north; the southern part of the map is the tropical zone, and this is where the dark green of the forests changes into the lighter, emerald green of the jungles.

You'll notice that the land in *Conquest* looks very natural. Rivers start in the mountains and end in the ocean or a lake; forests line mountain valleys; and wide, flat expanses often feature deserts. The computer builds the world according to the same principles as the ones that rule the real world. Among others, it checks rainfall patterns when deciding where the trees will grow and where deserts will appear!

Other Game World Choices

In addition to geographical features, the new land always contains a number of Native tribes. You can set the number anywhere between 30 and 50. A bigger number makes for a more exciting game, particularly at the higher difficulty levels; however, if you choose the minimum land seeds and maximum water seeds possible, you may find that almost every square mile of living space contains hostile Natives. Be prepared!

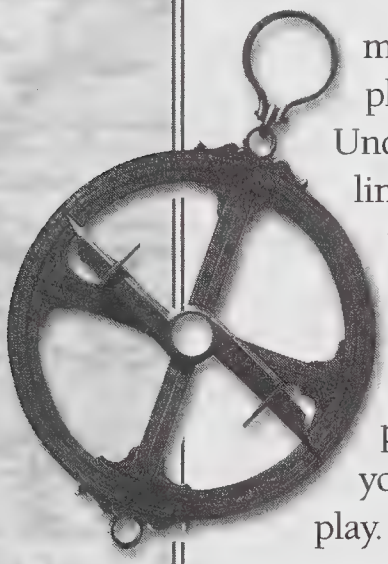
The Movement and Resources choices determine how far units will move each turn and how rich the new land will be in natural resources, which regulates four of the game's commodities—wood, metals, crops, and gold. Any changes you make will affect all players equally, whether controlled by humans or by the computer.

Note

In several early betas of the game, the player had the ability to select Native attitudes. The three choices were Friendly, Mixed, and Hostile. This model was discarded in favor of one where the tribal attitudes were largely determined by the game's difficulty level. You can still find friendly Natives at the Very Hard level, though.

Play Time Bonus

The Play Time bonus is the feature that prevents human players from holding up others. You can set it to Off, Normal, and Extreme.



The Normal setting works very well in most multiplayer games; if you're good, you may also try playing with it switched on against the computer. Under Normal, every ten seconds beyond the allocated limit carries the loss of a Victory point; finishing your turn ten seconds early wins you a point. Under the Extreme setting, you gain or lose a point for every two seconds under or over the time limit.

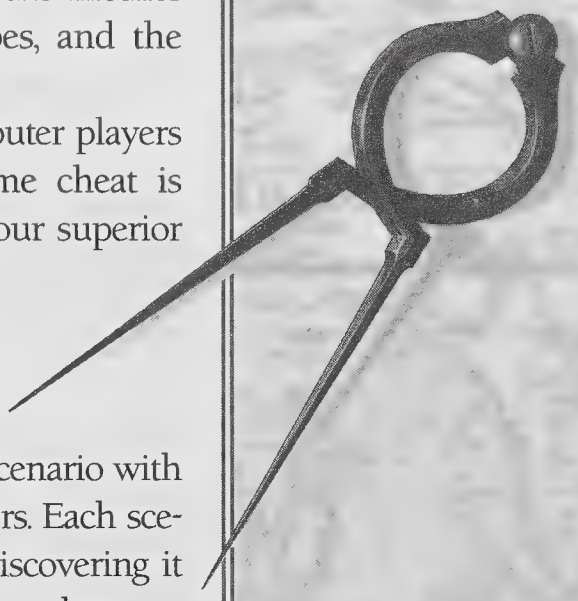
The time limit starts with 360 seconds, or 36 points. It is adjusted in accordance with how long you take to play, and how long everyone else takes to play. You will see the adjustment take effect as soon as your second turn; usually, you'll end it well ahead of time—there are just a few units to move around—and subsequently your time to play could be cut to a quarter or less of what it had been at the beginning!

Unless you are a masochist, do not set the Play Time bonus to Extreme when playing against the computer. Remember, the computer does not have to scroll the screen or click the mouse.

Difficulty Level

The difficulty level affects a series of secondary issues that nevertheless shape a lot of gameplay. The issues that directly affect you are the severity of taxes meted out by the mother country, the size and hostility of the Native tribes, and the costs of independence.

Higher difficulty settings also provide the computer players with Production bonuses. This time-honored game cheat is designed to give them a sporting chance against your superior intelligence.



Custom or Scenario?

Finally, the single player may also choose to play a scenario with preset values for both the game world and the players. Each scenario has its own game world, although you'll be discovering it from different starting points when you change your colors.

The scenario choices start with the Tutorial, which is self-explanatory. The second choice—Island—is another take on the tutorial. This time, things are slightly more complex, and they get more complex still with the next three scenarios.

"Natives" places you at the head of the High Natives. You are to federate fifteen tribes—the sooner, the better. This is basically a minigame that mirrors on a small scale the High Native strategy in any game of *Conquest:* You have a choice—federate or lose.

"Survivor" is meant for those who like war. The political setup between the four competing European powers guarantees plenty of bloodshed. You don't win until you squash the competition, and the length of time it takes you to win is directly related to your military abilities.

"Conquistador" is basically a full, six-player game of *Conquest* that comes with preset abilities for each player. All in all, the scenarios constitute a large-scale tutorial. "Island" builds on the tutorial proper, "Natives" lets you experience the High Native difference, "Survivor" gives you a crash course in building a war economy and managing an active military, and "Conquistador" weaves all the elements of empire-building into an interesting net.

To fully experience *Conquest*, you must play a custom multiplayer game. The custom solitaire is good training ground for that, especially if you include High Native in the mix and play a game of certain length (150 turns plus).

Strategy

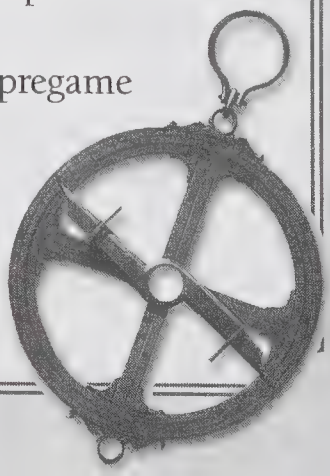
The "Autoplay" option means your forces will be commanded by the computer during a battle. If you repeatedly lose battles with computer opponents, and do not want to learn, that's the choice for you. You'll be missing lots of fun, though.

Choosing Your Colors

Conquest offers a rich choice of disguises. The traditional colonial adversaries—Spain, Britain, France, and Holland—are expanded by the addition of two interesting players: the Portuguese and, of course, the High Native.

The big choice is selecting a European power or High Native. This choice offers two very different takes on the game. Players who choose High Native automatically commit to a very aggressive policy if they want to win. Playing European offers you greater flexibility in defining your strategy. Bear in mind that even the most peaceful path is a war path, at some stage. You won't be able to avoid combat entirely—though you can always switch Blood to Off in the Options panel or choose the computer to fight battles for you

Your strategy is largely defined by the pregame settings that come next: Special Abilities.



Who Are You, or Special Abilities

Each game provides you with 40 points that can be used to purchase a Victory point bonus in a given category or a special ability. This special ability may directly convert a game element into Victory points, or it may enhance your performance in a specific way.

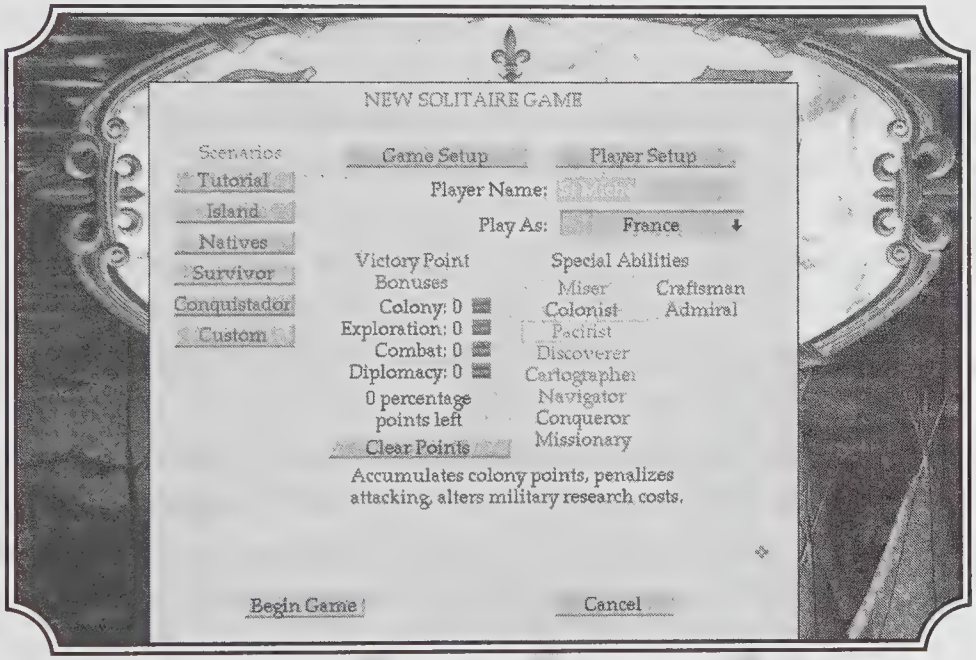


Figure 1-1. Combine Special Abilities so that they reinforce each other. Spending all your purchase points on abilities instead of Victory point bonuses is the way to go.

The range of Special Abilities is varied, and choosing one, or more, forces some difficult decisions. The following list explains each special ability, with all its implications.

- Miser converts every 50 gold pieces in the coffers of your colonial empire into one Victory point. If you have only played short games of *Conquest*, you may feel this is not a very good choice—there isn't much gold in short games. However, be advised that in longer games *Conquest*'s treasuries contain many tens of thousands of gold pieces. The Miser comes at a miserly price—it costs just five points to acquire—and is a good choice when combined with the Special Abilities of Craftsman, Pacifist, Missionary, and Colonist. It's also a recommended choice for the High Native player—unless very badly led, High Natives always amass huge quantities of gold.

- Colonist awards Victory points for colony populations. Every 50 colonists mean a single Victory point. The Colonist is a safe choice, but is a bit pricey at 10 points; although it plays a big part in your score in the middle stages of the game, its importance tends to diminish with time, and it doesn't have enough time to grow in short games. Think about the length of the game you want to play and the overall strategy you want to pursue if you choose Colonist. It is not necessarily meant only for peaceful players—capturing enemy colonies can provide you with a big point bonus with this ability.

  In summary, the Colonist is a safe choice, offering the security of some additional points gained with little or no effort. All you have to do is keep building housing. It's not that good of a choice for High Native, whose colonies have a relatively low population.

- Pacifist is a special ability that rewards you with two Victory points per colony center level, per turn. It costs only five points to acquire and is an incredible bargain at the price. A must-have for every player determined

to follow a peaceful policy, the Pacifist is also a good choice if you don't shirk from occasional warfare. Its usefulness only becomes problematic if you repeatedly attack your enemies: Each attack is penalized with the loss of Victory points equal to the sum of levels of all units taking part in the attack. In other words, an attack with an army of seven Level 2 units will cost you 14 points. Bear in mind that you can often win more combat points than that, and that battles initiated by the enemy aren't penalized (which means no Pacifist point loss for the war of independence).

In summary, the Pacifist is an excellent choice for all but the most aggressive European players. Naturally, it's a poor choice for the High Native—colony centers do not upgrade beyond Level 2, and it's constant war.

Discoverer rewards "name" discoveries with a point bonus equal to the value of the discovery—a mountain worth eight points will get you eight extra Discoverer points. The Discoverer is cheap—it costs only five points, like the Miser—but there is a strict upper limit on the number of points you can get this way. Once everything that can be discovered and named has been discovered and named, that's it, no more Discoverer points. There's also some luck involved—where your first ship makes landfall can make or break you. Altogether, not the best of choices, and recommended only in tandem with other abilities that enhance the Discoverer's point-earning capability. It works well when paired with Cartographer, Navigator, or both.

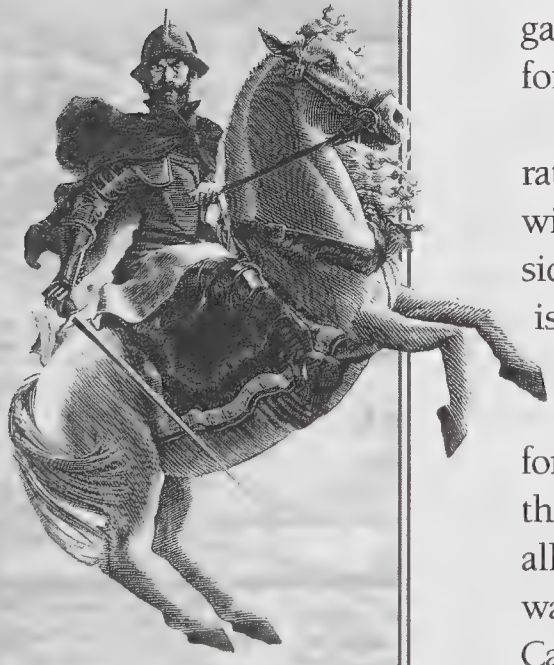
The Discoverer is a slightly better choice for High Natives than for Europeans. High Natives have an intrinsic movement bonus and fewer abilities to choose from—

- some simply don't make sense in the High Native context. Cartographer is one of the best choices you can make. Its price reflects that—it costs a whopping 15 points. It is a very useful ability to have in all circumstances. A must for every exploration-oriented player, the Cartographer brings a host of benefits—armies march faster, settlers settle sooner, and so on. Every single land unit you have gains a 25 percent bonus to its Movement points, and that's a lot.

  In summary, the Cartographer is the best of all abilities. It's slightly less attractive for the High Native player, who already enjoys a land unit Movement bonus.

- Navigator is a very useful ability, though perhaps not worth the price of 10 points unless it's combined with complementary abilities. Ships belonging to a Navigator gain 25 percent more Movement points, and this makes for a significant difference.

  The Navigator is an important ability if you're exploration-oriented. It may put a new island or continent within your reach before other players, and it has some side benefits—transporting armies and settlers to and fro is a snap. You'll also be able to win extra Exploration points because a Navigator's ships can uncover more coastline in a turn. However, you don't get that much for your 10 points, and unless you are fairly certain there'll be plenty of water in your game world (you've allocated plenty of water seeds), think twice whether you want the Navigator. Complementary abilities include the Cartographer and Discoverer.



- Conqueror is a very desirable ability. It costs 15 points, like the Cartographer, and allows you one extra military unit per fort level. That may not seem like much, but by the time you upgrade your fort to Level 4, that's four extra

units. Nevertheless, you may decide you'll grit your teeth and build more forts—15 points is a lot, and the Conqueror does not directly gain you any extra Victory points.

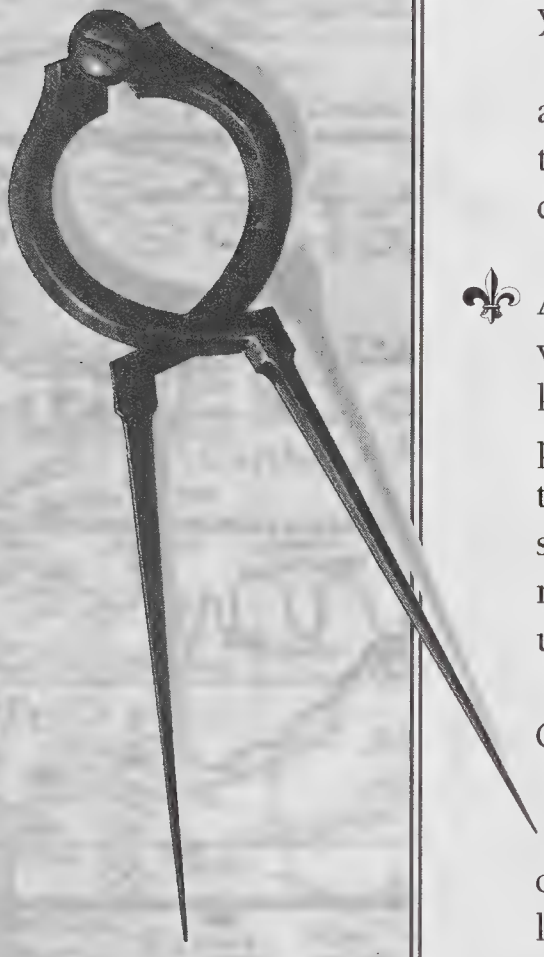
What it does, however, is make building armies a lot easier. Long games of *Conquest* stress the importance of Victory points gained through combat, and any colony you capture means double gain, for it's also an opponent's loss.

The Conqueror is a must for every player who intends to play an aggressive game, particularly for the High Native. Complementary abilities include the Admiral, Navigator, Craftsman, and Colonist—war means capturing colonies with their populations.

Missionary endows you with the unique ability of pacifying hostile Natives. Churches built by a Missionary exert a magical influence that spreads far and wide. (For details, refer to Chapter 6.) The Missionary comes at a very stiff price—15 points—and it's questionable whether it's worth that much. It gives you no Victory points, and Native friendliness is problematic—they'll raid your colony even if they like you, though they'll do it less often.

Occasionally, the Missionary may be useful in multiplayer games, if you are determined to pursue peace at all costs (including 15 special ability purchase points). Friendly Indians will rally to the defense of your colonies; which, with some planning, means a couple of extra units in each garrison, possibly more with a charismatic leader. In summary, though, the Missionary seems like a good choice only in very special cases.

Complementary abilities include the Pacifist, Craftsman, and Miser—the Missionary can make trading with Natives play a larger role.



- Craftsman rewards you with higher prices for your commodities, but only when you are trading with the mother country. You receive a 20 percent price bonus—you get six gold per crate of basic commodities and 18 gold for a crate of goods when still a colony. Higher post-independence prices mean a higher cut, but it's still debatable whether Craftsman is worth the expense of 10 special ability purchase points. That's a quarter of your purchase point total, after all.

  Complementary abilities include the Miser, Pacifist, and Colonist. Note that the Craftsman is worthless for the High Native player—High Natives have no mother country!

- Admiral represents another take on the Navigator, in a way. Your ships travel and fight as if they were one level larger. The cost is identical to the Navigator—10 points—and the movement bonus is smaller. However, this ability has much to recommend itself to the aggressive player and should always be considered as an alternative when seeking to enhance ship movement. The units you transport by sea will always be a little safer!

  Complementary abilities to the Admiral include the Conqueror, Cartographer, and—yes—Navigator. A player with both Navigator and Admiral Special Abilities enjoys a huge sea movement bonus, providing ample opportunities for making discoveries and conducting a little blitzkrieg on your slow-moving opponents.

In summary, it is important how you group the abilities of your choice. An ability that's worth little by itself means much more given others! (For examples of ability choices and strategies, please refer to Chapter 8.)

Victory Point Bonuses

You can also convert your special ability purchase points into a percentage bonus. One special ability purchase point means one percent extra in any chosen category.

There are four categories of Victory points that you get regardless of the Special Abilities you have chosen. These are Colony, Exploration, Combat, and Diplomacy. Each category rewards you for a different kind of achievement:

- Colony points are points accumulated by your colony centers and other colony structures. Each colony center level is worth three points, and every 20 building levels are worth a single Victory point. Colony points accumulate turn by turn—each turn, your colonies generate a certain point total that is added to your Colony score.

  Allocating a percentage bonus to Colony points is a very safe strategy—you are certain to get a bonus that will be worth something, especially in longer games of *Conquest*. However, you may fare better by choosing the Pacifist (two extra points for every colony center level) or the Colonist. Of course, you can always allocate all your extra purchase points toward a different Victory point bonus.

- Exploration points are won by exploring land—exploring ocean is worth nothing in itself! Each ten land squares (such as the space required for building a house, mill, or mine) are worth one Exploration point. Exploration points play a large part in the early stage of the game and often provide the winning edge in medium-length games of *Conquest*. Their importance shrinks in long games. On the whole, it's debatable whether allocating an expensive bonus to a category where points are limited by definition is worth your while. Consider the length of the game you are about to play when thinking about an Exploration bonus.

- Combat is a category that looks very unpromising in short games of *Conquest*, and only slightly less so in medium-length games. However, it becomes very important in long games. Combat points are gained through—you got it—fighting battles; each hit point destroyed is worth one point. This means your war of independence alone is worth a 100 points or more, to say nothing of Native raids, attacks by European players—the list could go on, but the point is short: Combat pays. If you are thinking about spending some special ability purchase points on a Victory bonus, and you're playing a long game of *Conquest* (150 turns plus), Combat's your choice. However, a special ability is still almost always preferable.

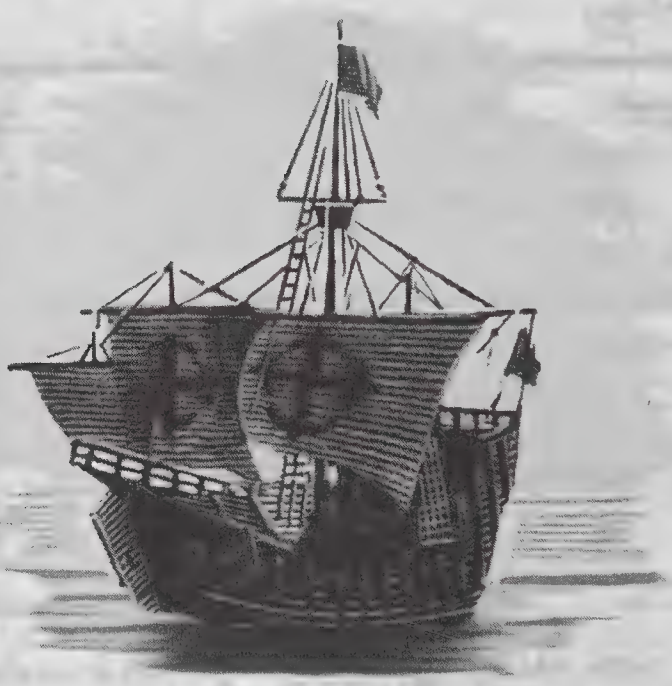
- Diplomacy is a category where you can make only small gains. It looks very impressive in the opening stages of the game, when your mother country loves you without reservation and you earn 10 Diplomacy points every turn. Diplomacy may work even better if you follow through on your amicable intentions and establish alliances left, right, and center—each Alliance diplomatic relationship is worth 10 points per turn, and in a six-player game ... However, you cannot conduct Diplomacy until you and the other party are both independent. This makes Diplomacy most important only in long games of *Conquest*, although the points won there always constitute a meaningful part of your score. Again, allocating points to buy an ability may be better.

In summary, the most attractive Victory point categories tend to be Combat, Colony, and Diplomacy. Exploration point bonuses should be only considered in shorter games.

The Perfect Player Profile

Getting the mix of Special Abilities and other possible pregame settings right is very important to winning at *Conquest*. Mistakes such as pairing Pacifist with Conqueror are obvious; others aren't. For instance, the player pairing Conqueror with Miser may be expecting to capture huge hoards of gold along with enemy colonies—only to find that war's gains rarely equal the costs and that all the gold is rapidly spent on military units and research. However, choosing Craftsman will significantly help with the buildup of your war machine, especially in the early and middle stages of the game.

(For detailed analyses of abilities in the context of certain strategies, please refer to Chapters 6 and 8.)



Chapter Two
Beginning the Conquest

At the beginning of each game you receive two ships: the first one carries three explorer and some military units, the second one carries one settler unit. As a result, the first twenty-some turns (or game years) follow a prescribed pattern, regardless of the strategy you ultimately wish to pursue. Your first priority is to start a mother colony, upgrade the colony center to Level 2, and recruit a new settler unit. Simultaneously, you'll be making as many discoveries as possible, while getting a fix on your position relative to that of the other players. The latter is of crucial significance to the High Native player. Starting the game across the map from other players, you must quickly pinpoint their whereabouts in order to crush them before they become too strong. Given the size of *Conquest*'s world, this is virtually impossible within the first 20 turns—but you should try to get a good start.

The First Five Years

The five turns that separate the arrival of your first and second ships should be spent with only one goal in mind: to locate the best possible site for your first colony.

Landfall

Your very first step should be to send out an explorer unit—and do some preliminary exploring. Should the land you just sighted be covered with ice, all you can do is zoom out and, after quickly scrolling around to establish the new direction, continue sailing south until you come to some greener pasture. Remember, the world in *Conquest* is not modeled on the entire globe, only its northern hemisphere.

Your first explorer unit may uncover terrain that is able to provide your first colony with an abundance of two precious commodities: food and lumber.

Food production is best on grasslands next to a river or an ocean shore. Lumber production is highest on wooded river banks, with grassland river banks being the second choice. Even if there are no trees growing upstream, your lumber mills will still enjoy a slight edge over those located in a riverless forest.

A river with both forests and grasslands in the vicinity is a very good choice. Quite often, you will have come across a coastline with mountain ranges close inland. In this case, your new colony will not only have plenty of food and wood supplies, but also an abundance of metals and, quite possibly, gold.

Exploration

Once an explorer unit has been disembarked, it has the same amount of movement left as the ship that was carrying it. Always try to disembark your units before you move the ship—this way they'll be able to travel much farther.

To enjoy all of the above benefits, be sure to have one explorer unit claim and name the peaks of nearby mountains. Another unit should run along the coast keeping some distance inland—the shore can be explored by your ships. Remember, every land square originally discovered by you, not another player, contributes to your Victory points. Unfortunately, you do not know for sure what has been explored by other players, and what hasn't—until your units have moved over an area, it will remain impenetrably black. The only way to make sure you are first is to move fast. As long as no units belonging to other players are in sight, you can assume you're uncovering virgin territory.

If you haven't located a good colony site upon landfall, move on. Usually, it makes sense to set sail in a direction opposite to the one in which the first explorer went. Don't set the ship to explore—it wastes a lot of Movement points by sailing up every single nook and cranny in the coastline. Plot its course in short installments, a few map squares at a time. If something looks like it might be the mouth of a river, unload an Explorer unit and have it scout out the area. Remember, you are still looking for a good colony site. (For a more detailed discussion of exploring, please refer to Chapter 3.)

Economy

The lumber production bonus enjoyed by the mills stretches for two land squares on either side of the river. Unfortunately, the same applies to crops. If you have a choice, choose lumber over food.

Economy

The gold and metal productivity bonus depends not only on your proximity to the mountains, but also on their size. A big mountain chain a little further away is better than a single, small peak right next to your colony.

Multiplayer

In multiplayer games, there is a slight chance a human rival has landed nearby. In this case, you may be in for an armed confrontation before you've even started your first colony.

The Mother of All Colonies

As soon as you come to a good colony site (with a river, forests, and mountains), you should immediately unload your leader and soldiers. They will uncover the terrain for your future colony at their own slow pace while your fast explorer units go elsewhere.

For your first colony, do not worry too much about the presence of mountains. You need food and lumber most, and some metals can be found elsewhere. Don't make the mistake of setting up your colony in a spot where lumber is next to nonexistent. You'll lose more time building up your colony out of matchsticks than you will looking for a good site.

Lumber is just as important in short games of *Conquest* as in long ones. During the opening stages of the game, it's the Exploration Victory points that count, and your colony serves only as a source of ships and explorers. Unfortunately, you need wood to build ships, and both ships and explorers cost money, so even a lot of crops won't pay for enough expensive imports to cover your wood shortage.

If you're playing a longer game, a colony that has an abundance of lumber will catch up and outgrow any that don't, even if they were founded half a dozen turns earlier. Lumber also plays an important part in producing settler units, and in a longer game, your first colony is primarily a source of settlers. When you're playing a game of any length, establishing multiple colonies should be a very high priority along with exploration.

In addition to wood, your first colony should have enough flat space to erect all the necessary structures. Some of these, such as your farms, forts, and colony center, occupy four land squares. You should make sure your first colony contains at least two such sites within the area covered by its

original Level 1 colony center. Preferably, both sites will be located on grasslands, allowing farms with high output. However, a forest along a river and/or sea shore is sufficiently rich in food to consider setting up a colony among the trees.

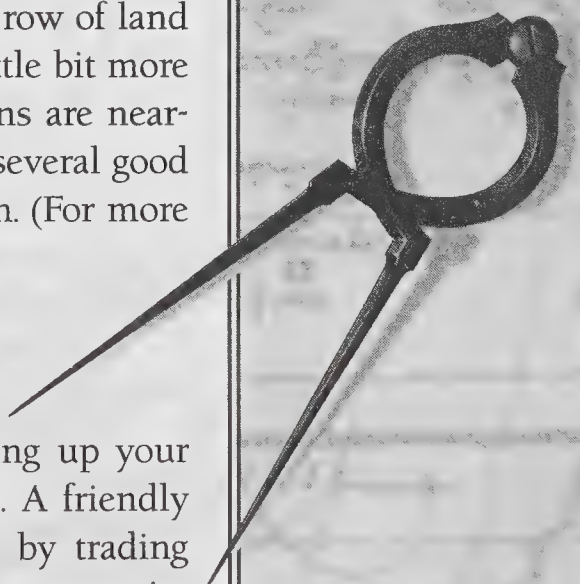
Finally, you'll have to decide whether it is necessary to build docks for your first colony right away. Docks are only necessary if the sea shore is within the area covered by the original colony site. Also, the 30 labor that docks employ can be better used elsewhere. Given the amount of trade you do from a Level 1 colony, your dock workers will spend most of their time spitting into the water while they could be chopping trees or mining ore.

All things considered, you should probably delay the building of docks until you've upgraded your colony center to Level 2, when the required ocean square comes within your construction area. Remember that you'll be upgrading the center further, and that with each level it will acquire another row of useless ocean squares. The extra row of land squares that you get by starting your colony a little bit more inland tends to pay a sizable bonus if mountains are nearby; more often than not, you'll be able to build several good gold mines that otherwise would be out of reach. (For more details, see below, "Siting the Colony Center.")

Friendly Neighbors

Another factor you should consider when setting up your first colony is your proximity to friendly tribes. A friendly tribe can greatly aid your fledgling settlement by trading you on a one-for-2 basis whatever commodity you require for another commodity (except goods). This barter trade can often make the difference between moving ahead with your next construction project or waiting an extra turn or two.

In addition, a friendly tribe is prepared to pay very good



prices for any commodities you want to exchange for gold units. You receive 10 gold units for every unit of crops, lumber or metal that you sell, and 33 gold units for goods (which usually means you have to forfeit some native gold units, so it's better to stick to simpler commodities).

The amount of gold units a native tribe has at its disposal is limited to 30, which equals the output of two reasonably productive level 1 gold mines—nothing to be sneezed at. What's more, with a bit of geographical luck you can have more than one friendly tribe within trading distance of your colony—especially after you've upgraded the colony center once or twice.

In addition to these trading advantages, the proximity of a friendly tribe also aids your colony's defense. You may receive military units to assist your colony's garrison when it is attacked. (For more details on this and other native matters, please refer to Chapter 6.)

Unfortunately, even friendly natives tend to be troublesome at times; their nearby presence means your colony is vulnerable to likely raids. Native raids aren't exclusively bad—your military gets a chance to flex its muscle, with leaders and sometimes military units improving through experience. However, unless you defeat the raiding party within three battlefield turns, the raid will succeed to some extent, and the longer it takes you to defeat the raiders, the bigger the losses. Should the battle take more than five turns, you'll start losing buildings in addition to commodities. (For more details, please refer to Chapter 7.)

Economy

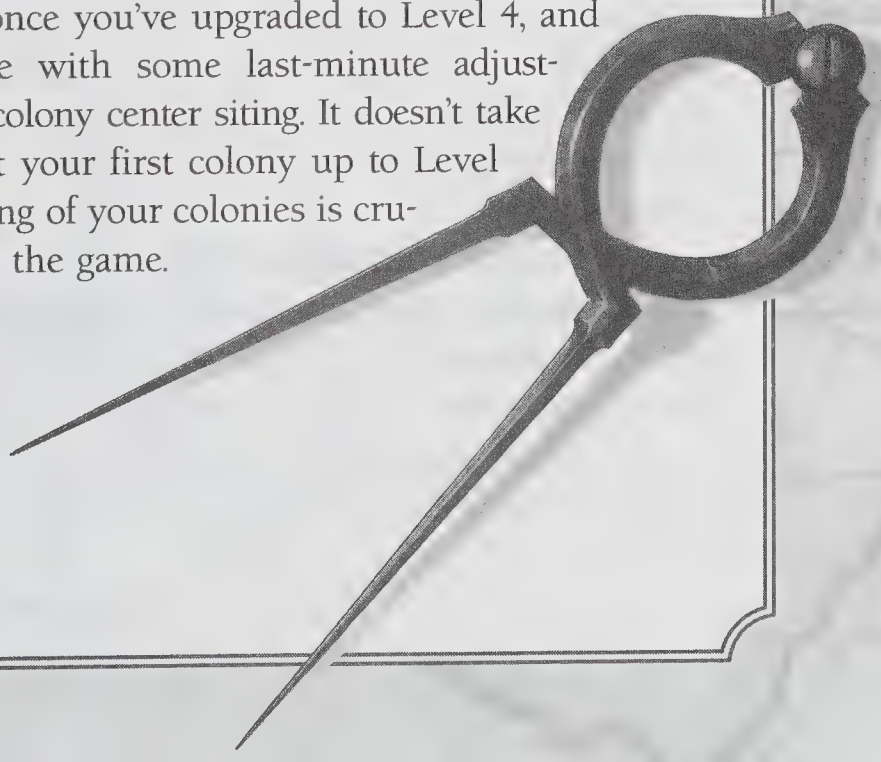
The trading radius of a colony is approximately three times larger than the radius of the colony site. Each colony center upgrade increases that trading radius by 3 land squares.

Siting the Colony Center

When your second ship arrives and unloads your settler units near the chosen spot, don't rush. Take your time to find the perfect place for your colony center. Losing a couple of turns is a good bargain for a perfectly situated center; your settlement will make up for the lost time with quicker growth.

The settler unit can move only a short distance, so make sure you know where you're going. Visualize your colony's placement before you start moving units around.

The settler unit is the slowest in the game. Don't waste time letting it travel on its own—always attach it to a leader. A leader has longer legs, and the military units under his command protect your settlers. Stop the leader to the right of the projected colony center site, because the settler will detach one land square to the left. Detach the settler and click on the Found Colony button to see the projected site. If it's not exactly where you wanted it, halt construction and reattach the settler to the leader and repeat the procedure until you've got it right. Use the "Z" key to see what the site will look like once you've upgraded to Level 4, and you may come with some last-minute adjustments in your colony center siting. It doesn't take that long to get your first colony up to Level 4, and good siting of your colonies is crucial to winning the game.



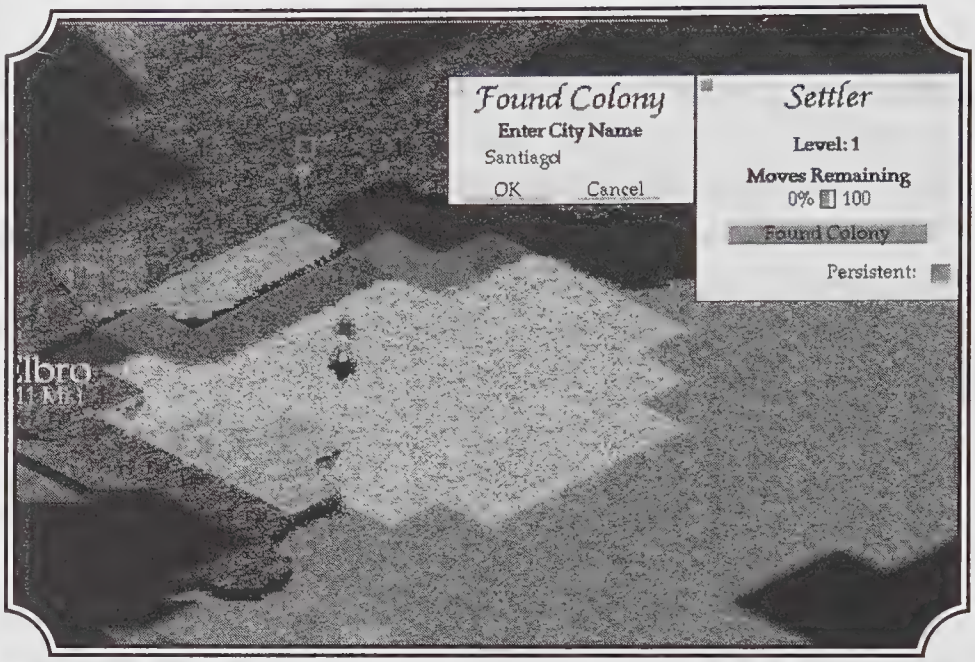


FIGURE 1-2. Properly siting your first colony center is essential to the fast growth of your first settlement, and thus your colonial empire. Take the time to get it right.

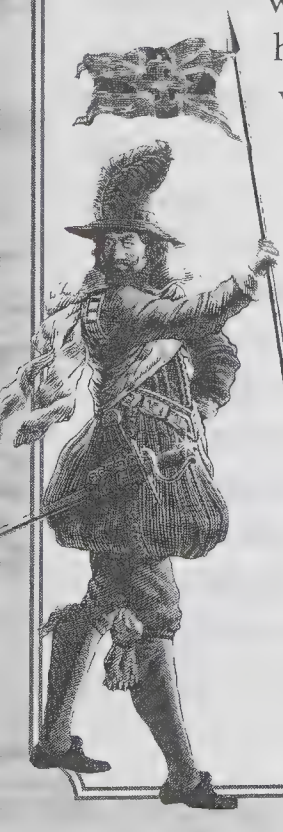
You should start things off by carefully reconnoitering the area for best farm and lumber mill sites. If your colony is at the foot of a mountain, make sure you check for metals. Unfortunately, spots that yield a lot of lumber or metals can also contain gold, and you might have to make some hard choices, especially when a metal mine has a production bonus of 50 percent or more. In general, however, the needs of a Level 1 colony are prioritized as follows: 1) abundant lumber, 2) crops, 3) metals, and 4) gold. Build the mills and mines with the knowledge that the upcoming upgrade will almost inevitably put even better gold sites within your reach.

It also pays to remember that you can always demolish a building that has become unessential, and build another one in its place.

Building Priorities

Since your first settler unit comes with 40 units of wood, you can construct more buildings that your colonists can fill. Look for a good place to start a farm. Of course, you've already identified a couple of promising sites—that's why you've put the colony center where it is. See which of these gives you the highest farm production bonus, and build a single farm. You don't need more! The farm's annual production of three crops usually translates to four with the bonus, and that's enough to feed up to 399 colonists. Farms are fairly labor-intensive, too, and in the beginning you will need to put most colonists to work in lumber mills. After all, your colony's buildings are made of wood, not maize stalks.

After you've built a farm, build as many mills as you can fill with workers—the status bar will tell you when it's time to stop. Remember to leave a couple of good mill sites alone if it turns out they yield metals in quantity, as well. (You will need metals very, very soon.) Then build a house (or two, if you don't want to be bothered with adding another one a couple of turns down the road), a tavern, and as many churches as you can with the leftover wood. It's slightly better to build two houses, two churches, and have a couple of wood left over than three churches and a single house.



Churches have a special significance if you've chosen the Missionary Special Ability. Natives are wowed by Missionary churches in a big way, and given enough time any hostile braves within a 30-square radius of the church will turn into simpering sweeties.

Colonies

Always build more housing than you need. The colony garrison needs to live somewhere, even though it does not contribute to the Colonist points, and large (4 units plus) colony garrisons are always better than small colony garrisons. Insufficient housing strangles population growth.

Colonies

It may happen that the best site for your first colony also features nasty natives in the vicinity, and you are plagued by raids. In that case, you may want to wait with the colony center upgrade, and build a fort first. A fort instantly provides two level 1 artillery units for the defense of your colony, even if you choose not to produce any military units. A properly sited fort can also protect your colony's building from damage.

Please refer to Chapters 1 and 6 to find out more about the Missionary Special Ability and native policies.

If you aren't a Missionary, churches have only one purpose: to attract colonists, at the rate of 10 per level, per church. Once your population has grown enough to provide you with a large pool of unemployed labor, consider demolishing the churches—especially after your colony's immigration figure is over 100 a year. At this juncture, you'll often be looking for a spot to place extra commerce. In summary, bear in mind that churches are expendable as time goes on, and don't worry too much about their placement.

After a couple of turns have passed, and you have increased the production of lumber to at least seven per turn, it's time to mine metals. You should have enough idle labor and wood to build two metal mines. Then sit tight, possibly bartering with the Indians to get what you want a turn sooner. What you want at this stage is always the same—five units of metals and 20 units of wood, for your colony center upgrade.

You should postpone building commercial structures until after the Level 2 upgrade. Building a commerce involves two crates of goods, which have to be bought from the mother country at 30 gold each. You do not really need goods until you upgrade to Level 3, so save yourself the money and the trouble—deal in wood, metals, and crops until your colony starts getting ripe for a Level 3 upgrade.

The moment you upgrade your colony center to Level 2, your colony ceases to be a frail settlement. A Level 2 center is not expensive, but it immediately advances your colony to the status of a town. From now on, the game is going to get much more complicated, as numerous choices become available—for instance, do you build new, extra-productive industries on the land that's become available, or do you upgrade existing ones to Level 2? (You'll find all details on further colony development in Chapter 4.)

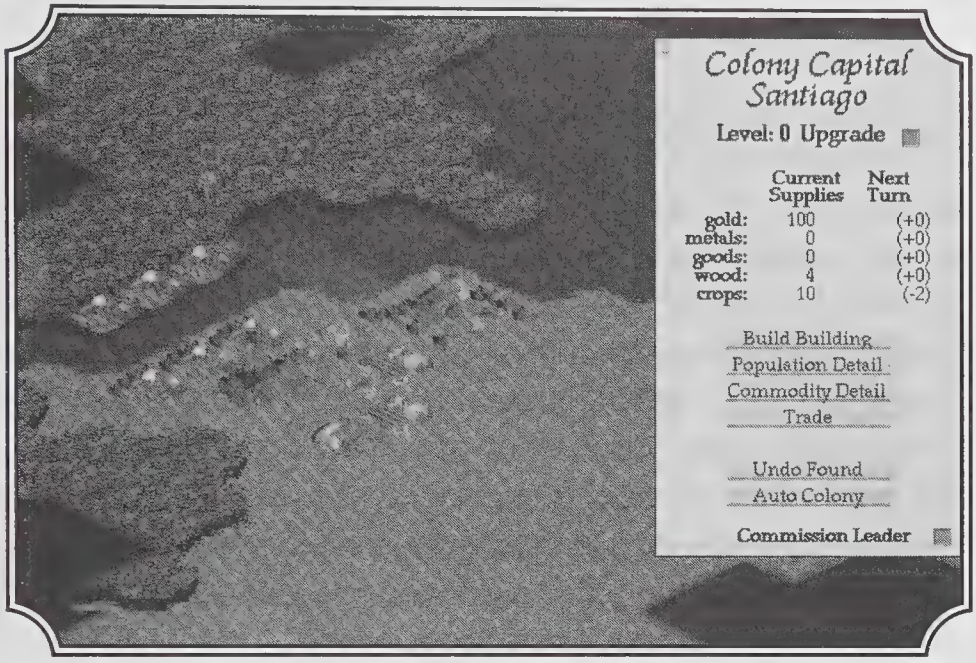


FIGURE 2-2. With mills lining the wooded riverbank, Santiago is poised for fast growth. Careful fighting is rewarded with big production bonuses for industries.

Money Matters

Explorers cost money, ships cost money, and soldiers cost money. In the beginning, you only have 100 gold units and very little income from trade. On top of it all, your mother country's starting to tax you every four turns. Yes, the viceroy of a new colonial empire is rarely a rich man.

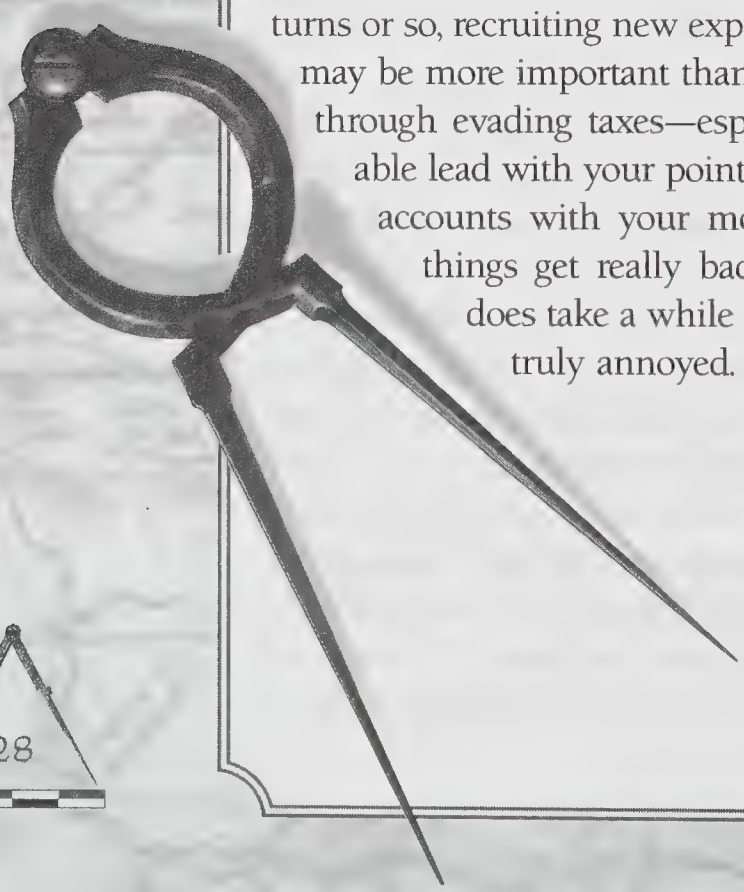
If you have a friendly tribe nearby, you're in luck. The prices the natives pay for anything will help you breeze through the initial stage of colony development with little or no trouble. If no friendly, affluent natives happen to be living nearby, things may get difficult. Note that the difficulty level you've chosen affects native attitudes—if you're playing Very Hard, you'll meet few smiling locals. Take particular care when you're unloading your first explorer!

The first thing you should do is consider whether you want to pay taxes. Taxes are automatically paid through a default setting; you should change that right at the beginning of each game. When you have to pay the tax yourself, instead of having it done for you, you are forced to think, however

briefly, of the extra burden on your treasury.

Unpaid taxes affect your mother country's attitude towards you (for details, please refer to Chapter 6). However, many years pass before that attitude becomes dangerous, and in the meantime you can certainly use the extra gold units for new explorers, soldiers, and so on. A dozen turns down the road, when your warehouses are stocked with commodities, you can pay all the back taxes with none of the pain and suffering it incurs earlier on. The sums may not be great—the tax starts at five gold units—but things are always tight at the start, and you should keep building explorers!

Withholding taxes and the subsequent drop in popular opinion result in the loss of a few Diplomacy points. If you stay loyal, you continue earning 10 Diplomacy points per turn—which is quite a lot, and may make paying taxes worthwhile. The more upset mommaland gets with you, the less points you earn (see Chapter 6 for more details). However, in the first 20 turns or so, recruiting new explorers, soldiers, and a settler unit may be more important than the Diplomacy points you lose through evading taxes—especially if you are in a comfortable lead with your point total. As long as you bring your accounts with your mother country up-to-date before things get really bad, you'll be up on the game. It does take a while before your mother country gets truly annoyed.



The Basics of Colony Defense

The size of a colony's militia depends on the level of the colony center and the colony's fort. A Level 1 colony center provides three Level 1 (strength 2) infantry units, a Level 2 colony center provides five Level 1 infantry units. Level 1/Level 2 forts provide two Level 1 artillery units regardless of how many forts you have. You receive two extra Level 1 infantry units for every subsequent colony center upgrade, and once you've upgraded your fort (or any of your colony's forts) to Level 3, you receive a third Level 1 artillery unit. Confusing? Let's just say the military traditionally has its own way of doing things.

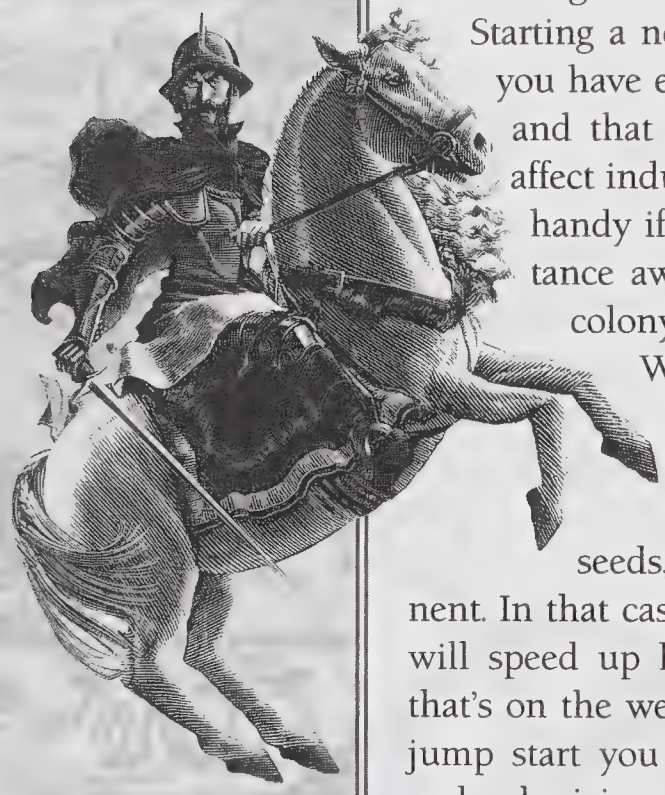
High Native can only build Level 1 and 2 colony centers. These field four and seven militia units respectively.

Preparing to Start a Second Colony

Starting a second colony early in the game greatly increases your chances of winning. If you look at the score, you'll see that Colony points are an important part of the point total. During every turn, every colony center level contributes three points to this total—a Level 1 center contributes three points, a Level 2 center six, and so on. It is very important to remember that.

Upgrading colony buildings can also win you points. You receive one Colony point per turn for every 20 building

levels—20 Level 1 or 10 Level 2 structures. An early start on multiple colonies goes a long way towards a victory over the computer opponent if you have also chosen the Colonist Special Ability. Do not feel tempted to emulate the computer player and concentrate on maxing out the first colony before recruiting settlers.



Starting a new colony involves more than making sure you have everything necessary to recruit a settler unit, and that the sudden drop in the free labor doesn't affect industry. You should make sure you have a ship handy if the site of your second colony is some distance away (it's infinitely preferable if your second colony is also a coastal, not an inland, colony).

When picking a site for your second colony, choose the one farthest away, not the closest. If you're playing in a world where the number of water seeds exceeds the land seeds, it's possible there is more than one continent. In that case, try to locate your second colony where it will speed up later exploration and colonization. Usually, that's on the western coast of the land you found first. The jump start you gain from this move forward (discovering and colonizing other lands) is worth the bother of setting up the ship and transporting your new colony startup package (settler, leader, soldiers) a considerable distance. The two cavalry units you get at the beginning of the game should stay with your first colony. You will also want to recruit two extra cavalry units for the second colony, and time their recruitment so that they are both ready when the settlers are. Since all this recruiting means a need for people, and people are in short supply at the outset, you want to plan things carefully and coordinate all the recruiting with the continuing buildup of your colonial industry.

You start every conquest with two leaders. One is almost always better than the other, and you should double-click on both to compare their characteristics at the start of the game. Quite often, one leader has five attacks, the other only four. The better leader should stay with the mother colony—he's more precious, after all.

You should attach a couple of cavalry units and the settler to the weaker leader before embarkation. Sometimes, you may have to maneuver the leader in a judicious manner so that everyone can board the ship in the same turn. To avoid trouble, always recruit your settlers from the housing nearest the embarkation point.

Politics

Always keep a leader in a colony! If you don't, your colony defense force will be led by a Militia sergeant with three attacks per turn.

Going Native

Siting, starting, and successfully building up a settlement into a powerful city is different when you're playing as a High Native. The Native Level 1 colony center offers a building site equivalent to that of a Level 2 European. The subsequent upgrade to Native Level 2 is the same price as the European upgrade—5 metals, 20 wood—but brings far greater benefits. A High Native Level 2 colony site is the size of a hypothetical European Level 5—one land square extra in all directions!

It follows that siting a native colony is somewhat easier. You also definitely do not need to worry about docks until after the Level 2 upgrade—High Natives don't have a mother country to trade with. Importantly, because of the tremendous jump in colony site size following the Native upgrade, Native colony centers can be located well away from the coast. This means a Native colony reaches much farther inland than a European one, thus enjoying an advantage in good metal and gold mine sites. When you also consider the

fact that Native gold mines have a base production of 50 gold units per turn instead of the European 20, you'll see that the Native economy has advantages even though its industries can never reach European levels.

FIGURE 3-2. Federating tribes is a lofty aim—on a more practical level, it requires plenty of forts. Make sure your Native colony has enough 2x2 sites!

There is one important thing you should look out for when siting your first High Native colony. This is a relatively high number of 2x2 sites. You need many bigger sites for two reasons. First of all, since Native farms cannot be upgraded beyond Level 2, you'll need many of them to feed even a modestly sized city. The other consideration has to do with the overall character of the High Native strategy. Since you'll be federating tribes, and federating them against their will, you'll need more than one fort. You can make do with two, but preferably you should have three. Since three farms are an absolutely minimum requirement for a High Native colony of any size and importance, you must have six 2x2 sites in a Native level 2 colony site area—remember, it's the equivalent of European Level 5, or one better than Level 4.

Chapter Three
Exploring the New World

EXPLORATION IS A VERY IMPORTANT PART of *Conquest*. For the first 30 turns of any game, Victory points gained through exploration comprise most of your point total. In longer games (> 50 turns), the emphasis shifts toward points gained through founding and developing colonies. Still, the Exploration points you have amassed are often crucial to winning the game.

Finding the highest mountain and river can give you over 200 points each (200 points for the longest river, plus points for discovering a river as such, plus the standard Exploration points for uncovering terrain, plus Discovery points if you've chosen the Discoverer Special Ability). If that's not enough exploration pluses to convince you, nothing will.

It is important to remember that while you explore both the land and the waters of the New World, only newly discovered land adds Victory points to your total—water doesn't count. It may seem then that building ships to aid with the

exploration process is totally senseless. It isn't, and this chapter will tell you why.

Finally, a very important point about Exploration points—there are only so many to be won. When everything's been uncovered and discovered, there are no more Exploration points to be had. Your explorers have to be both fast and efficient!

For all the stats on any unit's Movement points, and cost per square of terrain, please refer to the last chapter of this book.

Exploring Land

Every 10 land squares your units uncover are worth an Exploration point—as long as your units really were the first ones to pass through. Remember, terrain that is hidden from you might very well have been explored by someone else! In *Conquest*, every player sees only what his/her units can see.

In the course of exploring a new land, you may win additional Victory points by discovering major rivers, mountains, mountain ranges, and geographical regions.

Rivers and mountains are the most common discoveries. If your claim is valid, you'll be awarded extra Victory points—one point for each square of a river's length or a mountain's elevation. Having the Discoverer Special Ability increases that bonus by 100 percent.

A series of three or more mountain peaks forms a mountain range. Regions are much harder to define. A region is an expanse of land consisting of one type of terrain. marked by geographical boundaries of some sort—the sea shore, a river, or the aforementioned mountain range.

The *Conquest* world contains many expanses that would appear to qualify for region status, but regional discoveries are few and far between. The maximum number appears to be three, with one or two being much more common. Most of

Note

Hills belong to the same terrain type as grassland—the only differences are that you can't build on them, and of course the cost in movement points is higher.

the clearly defined geographical areas you discover (say, a wide valley surrounded by mountains) don't reward you with a regional discovery. A small, unnamed river, a clump of trees, or a lake are all that's needed to deprive an otherwise satisfactory piece of land of regional status. However, bear in mind that regions aren't limited to grassland—you may also discover Conquest's equivalent of the Amazon jungle!

Discovering Rivers and Regions

There are two ways to quickly find rivers in the world of Conquest: One is to leave an explorer on board of your ship, while its tracing the coast. The moment your vessel comes across something that looks like the mouth of a river, have your shipborne explorer investigate. Remember that explorers are fastest when traveling down or upriver; do not be afraid to deposit them straight onto the river square.

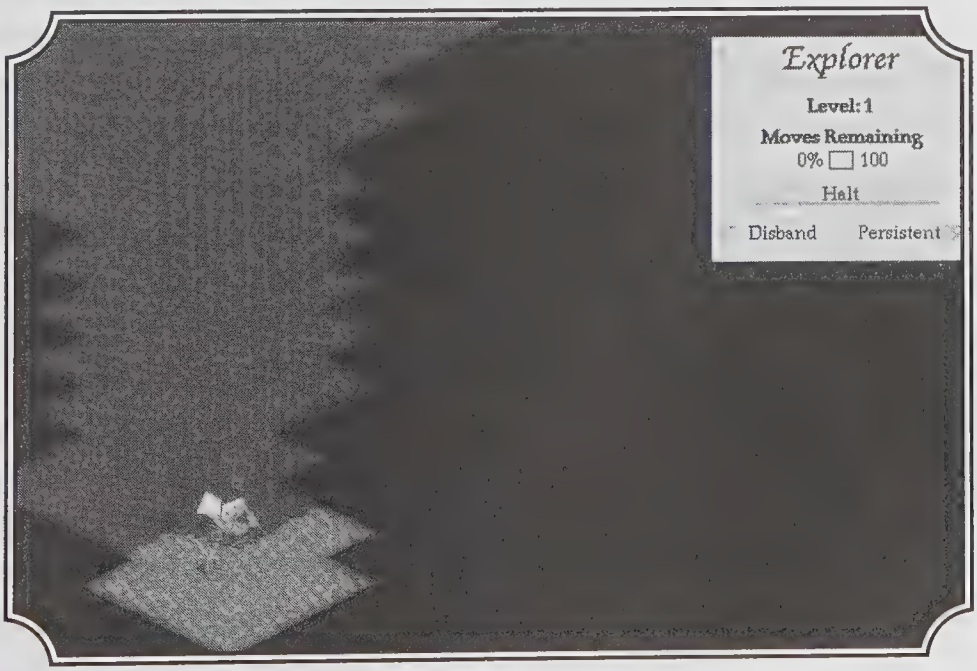


Figure 1-3. Shipborne explorers are perhaps the most effective exploration tool. They're especially good at discovering rivers.

The other method is hinted at in the previous section. When your explorer finds a mountain, don't send him up the slope (but remember to send someone else). Have your explorer run along the mountain base, and he's bound to strike a river sooner or later. All that remains then is to send him downstream.

If you do not have a ship in the area being explored, and there appears to be no mountains anywhere, then there probably aren't too many rivers. Still, you can increase your chances of claiming whatever rivers there are by having your explorers run along the shoreline, keeping some distance from the coast. Try to plot their routes so that they travel through grasslands, not hills or forests.

When you do see a forest or a jungle, be extra diligent. Trees grow only in places where there is a lot of water, and there's a very good chance you'll find a river nearby.

Finally, bear in mind that *Conquest*'s world often features inland rivers. These appear especially often on large or very large continents. Instead of emptying into the ocean, these rivers end in lakes.

Not all the rivers in *Conquest* count as discoveries. In fact, you'll often come across a spot where mountains end close to the ocean, and the intervening land is cut into several thin ribbons by parallel rivers. On the average, two out of three of those are incognito rivers which stay unnamed.

Explorers are very good at discovering rivers on their own. When your explorer comes across a river, let him do his job on automatic—plotting every leg of his journey is time-consuming and not very effective. Plot just one short leg upriver or downriver, then hit the Explore button right after your explorer starts walking, and he'll very efficiently run right along the river, following its every twist and turn. It's important to plot that first short leg and send the explorer off before clicking on Explore—otherwise, he may start

exploring all around instead of sticking to the river.

The patient plodding, back and forth, that explorers engage in when ordered to explore on their own is the only way to make regional discoveries. Regional discoveries involve completely uncovering a large, distinct area in the *Conquest* world. Often, this is a flat expanse consisting mostly of grassland. The only way you can make regional discoveries is by having your explorer plod around on automatic until most the black has been cleared away. Not surprisingly, regional discoveries tend to happen later in the game. When they do, they provide a welcome boost in Exploration points—every land square in the region is worth a point. Usually, that adds up to 20 points plus.

Discovering Mountains and Mountain Ranges

Finding mountains in the New World is easy. Just let your explorer strike inland from the landing spot, and there's a substantial chance he'll run into a mountain range by the end of his second turn, if not sooner.

A mountain peak is a land tile with an elevation of seven land tiles or more. Your explorers must step onto the summit to lay claim, and sometimes this leads to exciting races—climbing a long slope can take competing explorers a couple of turns. The most efficient way of hunting down mountain peaks is to run your explorer across a mountain range until you've identified the central ridge, then follow its crest.

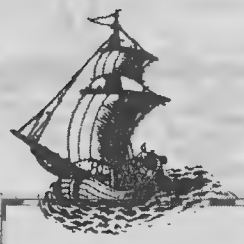
Three or more mountain peaks in a series constitute a mountain range. You do not have to discover all the three peaks yourself, although of course that's the ideal way to do it. What counts is the fact that your units (it doesn't have to be the same one) are the first to climb all three peaks in the

Note

At one time in the game's development, it was possible to steal discoveries from under the computer player's electronic nose. Now, the computer-controlled explorers are much smarter. You'll have to hurry to get where it matters before anyone else does!

range, even if they have been discovered by someone else. The most likely development is that you discover a mountain or two, then find out the third peak has been discovered by someone else, but that you have discovered the mountain range! Since the points you get then equal the point total of all the peaks in the range, this discovery nets you a minimum of 21 Exploration points; and, in most cases, you can gain from 26 to 30 points—quite a bonus when you have the Discoverer Special Ability.

The most effective approach is to have your explorers work in pairs. Have them climb the slope some distance apart, then set them to go in opposite directions. You will quickly claim all the peaks that are there, and then send them after something else. Each new world in *Conquest* has many peaks and rivers waiting to be discovered—if you're persistent, you'll claim new geographical finds even 70 or 80 turns into the game.



Exploration

It may happen that two (or even three) explorers make the same discovery on the same turn. In that case, the claim is awarded to the explorer who has most movement points left after making the discovery.

Other Explorations

Your explorers have more functions than just uncovering territory and discovering geographical features. They are an important reconnaissance tool, very useful in formulating your diplomatic and military policies.

Discovering a rival's colony is just as important as discovering a peak or a river, even though it doesn't get you a single Victory point (the black terrain on your screen has been thoroughly explored by your rival's explorers). Pinpointing your opponent's location can help you anticipate the direction(s) of his/her expansion (though nothing can be taken for granted when playing against humans). In addition, uncovering an opponent's colony site gives you the colony's name and population, as well as a reasonably accurate estimate of military strength and production capabilities (through

the number of visible forts, mills, and mines, and their levels).

Since there are many advantages to be won through locating and reconnoitering foreign colonies, you will often be faced with this dilemma: what should you do when you encounter an opponent's explorers? If you try to find out where they came from, you certainly won't be winning any Exploration points, but you will gain intelligence about your opponent's strength.

There's a second option. You can decide to ignore your opponent's colonies for the moment, and steal their Exploration points.

Robbing Exploration Points

When you encounter an opponent's explorers, you may elect to keep them from scoring Exploration points. You do this simply by exploring the terrain they are about to advance into, just before they do. Since the computer's explorers patiently zigzag as they proceed, you should have no difficulty in stealing Victory points awarded for uncovering new terrain.

Of course, it may happen that a third party has explored the area in question already. In that case, your efforts will be null and void.

Also, take note that this tactic is not quite as successful when playing against human opponents.

Hunting Explorers

From time to time, your explorers will run into hostile natives. You'll quickly notice that an explorer easily avoids attack, and often escapes unhurt even when cornered.

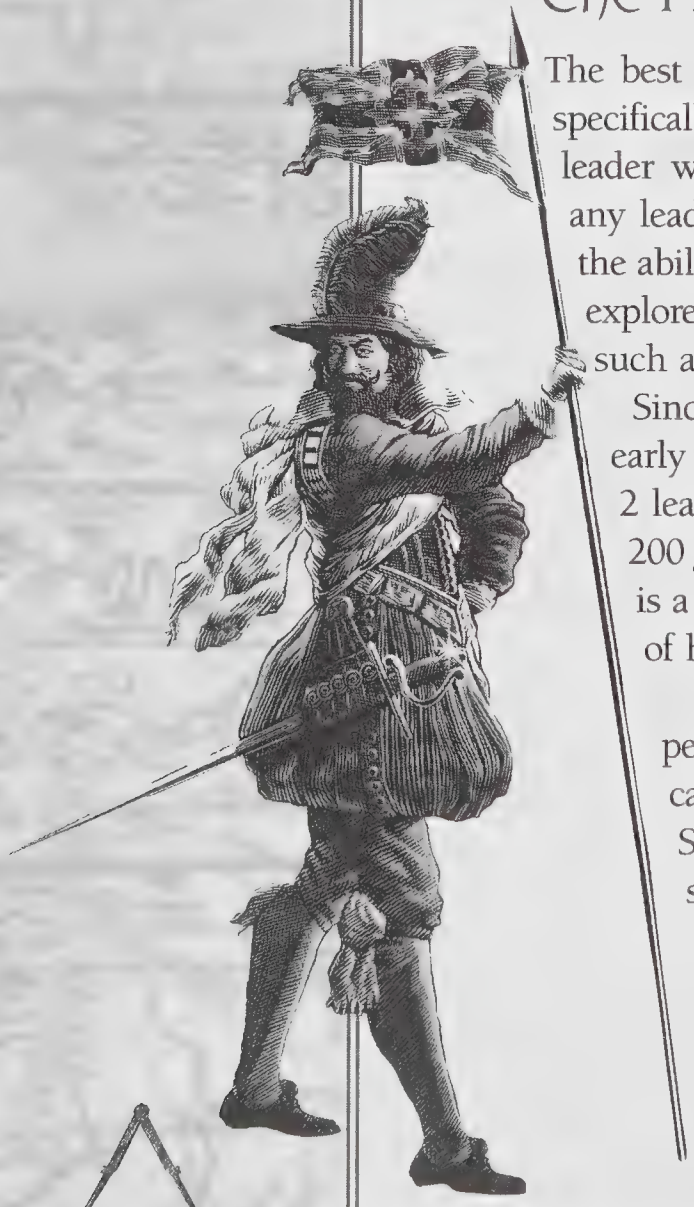
Let this be an indication of how easy it is to find enemy explorers; but it often takes several tries to get one, and borders

Strategy

Pay attention to what's going on in your opponents' colonies. Check on them periodically to view changes in population and buildings. For instance, the addition of 1 fort linked to an upgrade of another clearly indicates military priorities.

on the impossible when playing against humans. You'll want to hunt down enemy explorers before they discover the site of your colony, for example, or claim something you would rather get points for yourself. Of course, when undertaking hostile actions, you should always consider the attitude of your mother country towards the player whose explorer you want to attack.

The Hunter-Killer Leader



The best anti-explorer weapon is a leader equipped specifically for hunting explorers. That means a leader with a very strong movement bonus. Since any leader comes equipped with three attacks and the ability to organize five units, you may find your explorer-hunter to be also useful in other roles, such as armed reconnaissance.

Since an explorer-hunter has to be deployed as early as possible, you'll almost always use a Level 2 leader (Level 1 leaders are much slower). The 200 gold necessary for obtaining a Level 2 leader is a small sum for depriving your rival of some of his explorers.

When your explorer-hunter isn't busy performing his intended role, remember you can use him to quickly ferry troops over land. Sometimes, timely reinforcements in the shape of five extra units are exactly what you need; and given his movement bonus, your leader will be able to cover an amazing distance within one turn.

Using Land Units

There are basically four types of land units in *Conquest*: leader, settler, soldier, explorer. A settler has absolutely no place in your exploration effort. Settlers are too expensive, too slow, and you'll probably lose any that run into hostile natives.

Explorers

The explorer is your most important unit in the opening stages of the game. Your little Davy Crocketts are busy explorers throughout; but, at the beginning, their workload is especially heavy—they have other functions in addition to making discoveries. One function is locating a good site for your colony—this is the overriding priority for your first five turns, or more if you aren't successful within that time. The second is locating the whereabouts of rival colonies.

You should disembark explorers at the beginning of the turn, when they have all their movement points left. If you're exploring with a ship/explorer combo, don't waste effort by running both explorer and ship along the coast. Keep your explorer on board until you come across a stretch of coast that looks interesting.

Tavern and Explorer Levels

The first available explorers are at Level 1. They are a steal at 20 gold each, and you'll want to add a couple the moment you build your tavern.

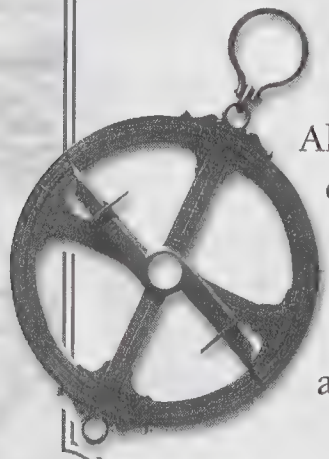
Your first tavern can support 6 explorers the moment it's built. Any extra taverns or tavern upgrades increase the support by one explorer per tavern level—building two new taverns will give you two more explorers, and so will upgrading one

tavern to Level 3. Explorers get increasingly expensive with each level, and its debatable whether tavern upgrades are worth it, as opposed to simply building extra taverns. Level 2 and better explorers are much more expensive. A Level 2 explorer costs 50 gold, and while he has noticeably longer legs, he won't get as much done as two Level 1 explorers, and 50 gold translates into two Level 1 explorers plus 10 gold saved. Level 3 and 4 explorers are even more expensive—100 and 200 gold, respectively.

It follows you should carefully consider whether building Level 2 or Level 3 explorers is worth your while. It's often wiser to build more Level 1 explorers.

However, in the later stages of the game, it sometimes happens that two or more players discover additional continents or an island. Since this is your last chance to grab Exploration points, you may want to invest more money than usual in your exploration effort. Level 4 explorers, although very expensive, are very efficient—the distance they can cover during every turn is impressive. If there's a longest river or highest mountain at stake—and when you discover a second continent, there is that possibility—it may make sense to get a couple of high-priced, long-legged explorers who can outrun everyone else.

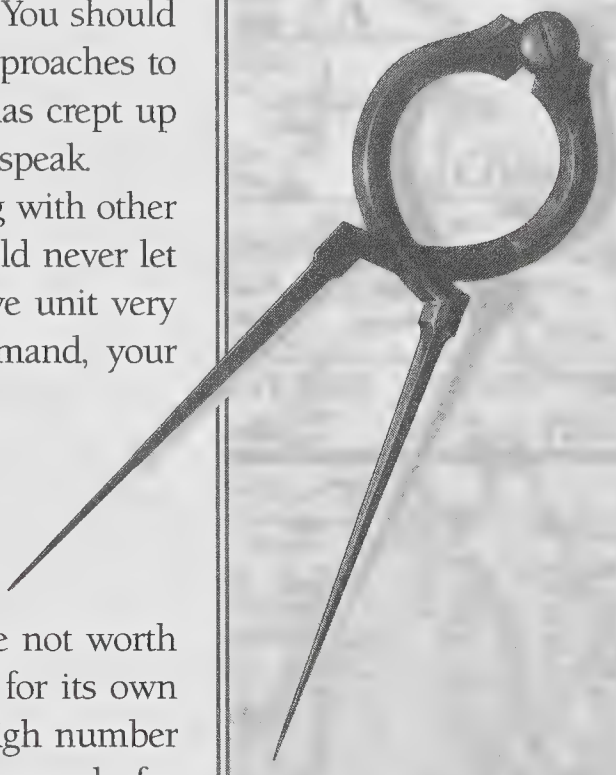
Exploring with Military Units



Although they move much more slowly than explorers, military units can be useful for uncovering terrain. Don't count on their making many discoveries, though; both rivers and mountains reduce a military unit's progress to a slow crawl.

Military units are most useful for reconnoitering a certain limited area, such as that of a potential colony site. You should also use them to clear any dark patches on the approaches to your colony—or you may discover that an army has crept up on your colony under the cover of darkness, so to speak.

Exploring with leaders is preferable to exploring with other units, because leaders move further. Also, you should never let a leader explore alone, as this makes this expensive unit very vulnerable. Without any soldiers under his command, your leader will perish when attacked!



Exploring the Seas

Sea squares that are uncovered by your vessels are not worth any Victory points. Therefore, exploring the ocean for its own sake is pointless. If you have chosen a relatively high number of land seeds, chances are your new world is composed of a huge continent filling the entire map. In that case, your whole naval exploration effort is limited to uncovering the coast of the new land.

However, you don't know that until your ships have explored a little. If it turns out that the new world is composed of two, and possibly more land masses, then you must order your ships to venture into the open sea. The hidden land may contain the highest peak or longest river in the game; it may be rich in good colony sites; or it may contain nothing but some Exploration points and a couple of hostile tribes on which your leaders can gain some combat experience. Whatever it is, it's always worth discovering. Think of any Exploration points you win in the game as counting double: if you get them, your opponent doesn't.

There are two Special Abilities which increase your ship's range. Selecting the Admiral will make your ships move and fight as if they were one level better—a carrack turns into a caravelle. In terms of movement, that's not very much—the increase is in the 10-15 percent range. Navigation, on the other hand, really gives your ship wings, increasing the distance traveled each turn by 25 percent.

It may seem that Navigation would not play a large part in affecting the score, but it can—especially if there's more than one land mass. If you use your ships well, you can expect to gain an extra 50 or so Exploration points in shoreline alone, not to mention the river or mountain that you'll discover because your explorer got there on board of a swift ship.

The Art of Navigation

Uncovered ocean squares may not yield any Victory points, but ships are nevertheless a very important part of your exploration effort. Since units uncover adjacent squares, ships can still score Exploration points by moving along the coastline. Given the distance a ship can travel in one turn (especially when you have the Navigator Special Ability), the points scored this way can add up to a sizable total.

When plotting a ship's course, you should be aware of certain navigational quirks. If the ship's destination is a black (unexplored) ocean square, it will sail towards it along the shortest route possible, and stop upon encountering land without completing its trip. If it is a blue (explored) ocean square, your ship will keep to charted waters while it proceeds towards its destination. It will sail around any obstacles, but it will stay out of unexplored ocean squares even if that involves a lengthy detour.

Another characteristic occurrence is the way your ship's crew gets enthusiastic about sailing the open sea after discovering an island. Many of the islands encountered in the New World are small, offshore patches of land. After your ship has sailed around one, it tends to proceed out into mysterious seas instead of continuing to explore along the coast. Make sure the ships you set to explore on Persistent are doing what you want them to do.

At some point in any but the shortest game, you will have a ship on your hands with nothing pressing to do. Unless you are absolutely sure the New World is one big continent, you should start looking for other land by exploring the ocean. Do not set your ship to explore on Persistent; although very thorough, this is a very inefficient way of searching the seas. Instead, have your vessel bisect the black patches by sailing through their middle again and again, quartering them up into ever-shrinking areas of black. If there's a continent or a big island lurking in the darkness, you should come across it fairly quickly.

Finally, try to keep one ship on hand. Do not send all of them off to sail distant waters. You may very well have an emergency where you need to transport an army at very short notice, and ships are also the best way to transport settlers (as long as your planned colony is close to the coast, but most of them are).

Exploring Natives

If you have chosen to play *Conquest* as High Native, you're in for a pleasant exploration bonus. All High Native land units are better at negotiating the wild terrain of the New World, enjoying an advantage of roughly 15 percent over their European counterparts.

High Native only offers Level 1 and Level 2 units, and a

European Level 4 explorer is better than a Level 2 Native. However, since most of your exploration is done with Level 1 units, Natives compare favorably with Europeans in the discovery field.

The Native starting point is also a very important exploration advantage. Unlike the Europeans, Natives land on the west coast of the New World. For quite some time, they can explore the land at their leisure, without any competitive pressures. You may have noticed that High Natives make many discoveries in all the games in which they are present—now you also know why.

The final Native advantage is that Native explorers are better at avoiding hostile tribes than Europeans.

Native Priorities

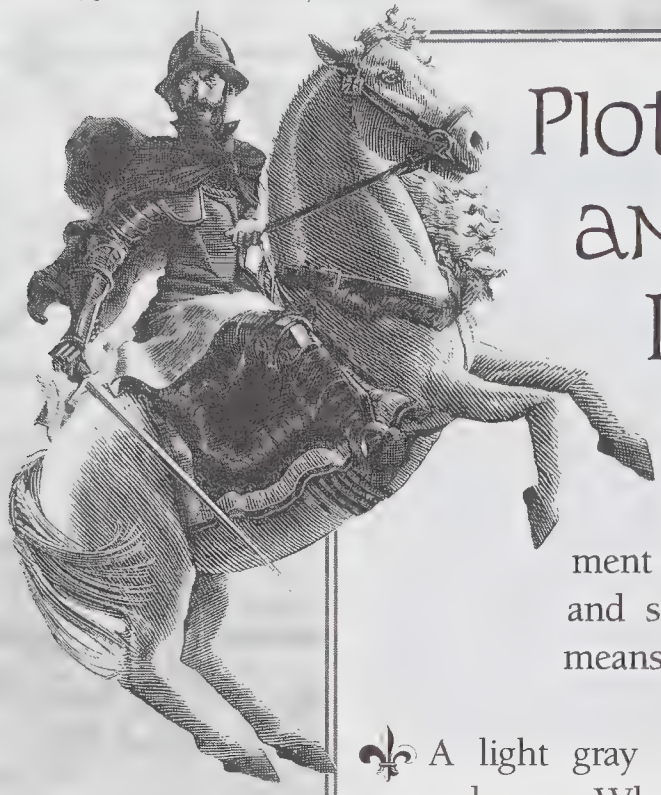
Native exploration priorities are by and large similar to those of the Europeans—with one notable exception. It is far more important to locate your opponents quickly, and also any tribal settlements in the vicinity of European colonies.

Choosing High Native means many initial advantages, which are discussed in detail in the first chapter of this book. However, as the game goes on, the situation invariably reverses itself. European Level 4 colony centers give players 12 Victory points per turn, giving the European player a tremendous advantage.

Basically, when you choose to play High Native in a long game of *Conquest*, you have but one option: to eliminate the Europeans. It is essential you get an early start on this—the earlier, the better—and the first step in this grim policy is locating your rivals' colonies. It's definitely more important than discovering mountain ranges and regions, so direct your explorations accordingly.

Figure 2-3. Locating European colonies is a top priority for the Native player. You should also find all the Native villages in the vicinity—they're your future allies in an inevitable war.

You'll also want to locate and federate any tribes in proximity to the Europeans. Any war parties they send out will play a very important role in your anti-European crusade. Again, it's important to get an early start. Make it a priority to send off a couple of explorers—it usually makes sense to transport them by ship—to the other end of the world, so to speak. After discovering a European colony, your explorers should look for the nearest tribe or tribes, which automatically become targets for federation. You should move on those tribal settlements even before you've dealt with the ones in your part of land, because the European player will almost certainly destroy them with time, depriving you of a potential ally.



Plotting the Course and Exploring on Persistent

Conquest features four types of plot lines—the plot line is the line stretching between the cursor and the unit being given movement orders. The plot line can be light gray, white and solid, white and broken, or red. Each line means something:

- A light gray plotline indicates that the destination is unknown. Whenever it appears, you should make the effort to plot short legs and manually coax your unit along. Guiding it clear of heavy terrain, such as wooded hills, will let you move it farther each turn.

- A solid white line simply means the unit will proceed to an explored destination in a straight line.

- A broken white line means the unit will proceed to the destination along the best route possible, or the one that uses least Movement points, even if it seems to be longer. This is the most desirable state of affairs, but one that happens only if the destination is known (i.e., lies in explored territory).

- A red plot line indicates you're ordering the unit to enter hostile territory. This happens most often when you tell your explorer to enter an area infested with hostile natives. Unfortunately, sometimes you have no other choice! However, explorers have a fair chance of escaping native attack.

Being Persistent

The Persistent command can be useful in two instances. The first is when you want a unit to travel a long way. If you activate Persistent, you won't have to issue the unit new Movement orders each turn—it will proceed to the selected destination on its own, and request orders only once it has arrived. This use of Persistent is highly recommended for games with the play time bonus on—it's a real timesaver.

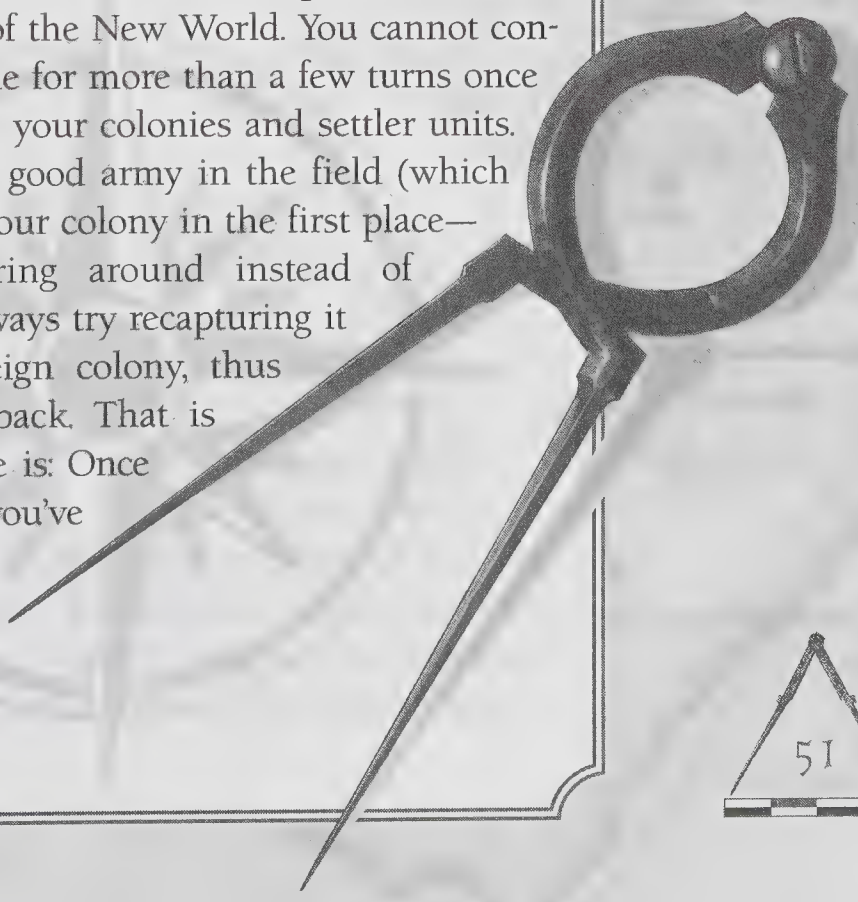
The second instance of the Persistent command's usefulness is when you want an explorer to uncover an area. Explorers set on Persistent will instantly run to the nearest black patch and start uncovering terrain square by square. This is okay if you have mountains and rivers tended to by other explorers—for example, you'll want to explore the area surrounding your colony thoroughly.

As mentioned earlier, the Persistent option can be of use when exploring rivers and mountains. However, its uses end there. You need to direct your explorer to a river or a mountain before he can explore on his own. In other words, it's a bad move to set your explorers on Persistent—they'll be uncovering lots of ordinary land squares while they could be making discoveries. What's more, you won't be taken to view them in turn unless you choose to, which may result in you missing something.

Note that explorers set to explore on Persistent will avoid hostile tribes, leaving the ring of black around the hostile settlement untouched.

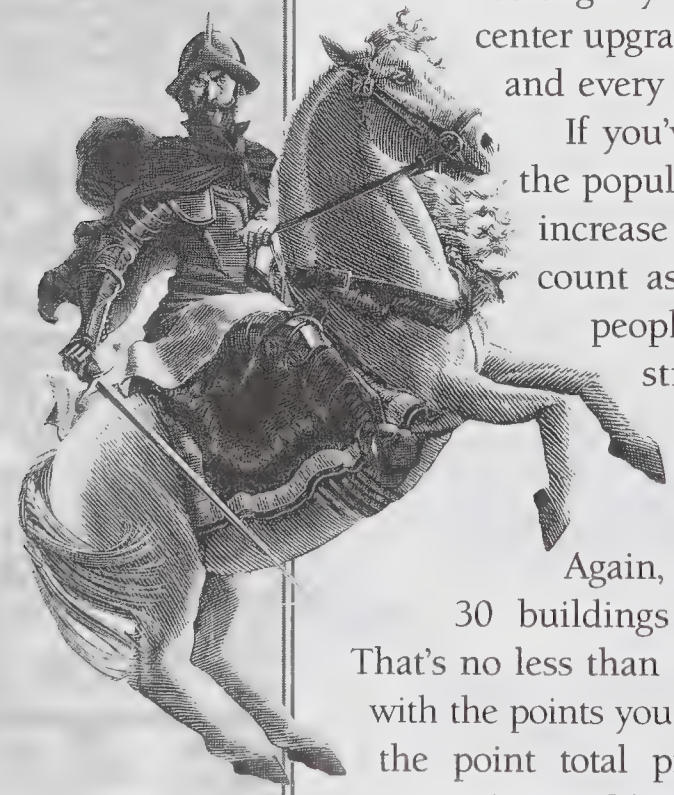
Chapter Four
The Colonies

COLONIES ARE THE SINGLE MOST important element in Conquest of the New World. You cannot continue the game for more than a few turns once you've lost all your colonies and settler units. If you have a good army in the field (which is perhaps why you lost your colony in the first place—your army was wandering around instead of defending it), you may always try recapturing it or even capturing a foreign colony, thus making a brilliant comeback. That is rare, however, and the rule is: Once you've lost your colonies, you've lost the game.



Counting Heads

Putting a lot of thought and effort into colony development does not win you the game automatically. However, players who have many strong colonies are guaranteed a strong score. Each level of a colony center earns you three Victory points per turn—a Level 2 center is worth six points, a Level 3, nine points, and so on. In addition, every 20 building levels earn you one Colony point. A Level 4 colony center surrounded by 30 buildings of varying levels (the average tends to be slightly over Level 2 at the time of the colony center upgrade) will yield 15-16 Victory points each and every turn.



If you've chosen the Colonist Special Ability, the population of your colonies can significantly increase your point total. Every 50 colonists count as a Victory point; a settlement of 500 people is worth 10 points. These points constitute a measured, not cumulative, bonus—they do not accumulate turn by turn, although of course they will change with your colonies' population. Again, a Level 4 colony with approximately 30 buildings usually has over 4,000 inhabitants. That's no less than 80 points or more every turn. Together with the points you get for colony center and building levels, the point total provided by a typical Level 4 colony approximates 100 points every turn.

The importance of the Colony and Colonist points is strongly stressed in longer games of *Conquest*. If you follow the strategy recommended in this book, by turn 50 your colonies will contribute more points towards your point total than any other single category. This chapter tells you

how to optimize your colonization effort, and examines in detail the effects your colonies have on the final score.

Types of Colonies

Colonies fall into distinct categories. The one thing that most influences a colony's usefulness and character is its geographical location in relation to the coast. In addition to that, there are several types of colonies, each type being determined by the kind of role it plays in your colonial empire. Of these, the most common and important type is the mother colony.

Coastal vs. Inland Colonies

Many of the first settlements founded during the Age of Discovery were ports, for obvious reasons—sea provided the only link with the mother country, and moving inland posed many difficulties because of the untamed terrain.

The situation is somewhat similar in *Conquest*. A coastal colony that has a port (ocean docks) is infinitely more useful than one located inland. Inland colonies can still trade with the mother country, provided they have docks on a river with ocean access. Unfortunately, you cannot load a unit onto a ship from an inland colony, and the only practical way to move units is by ship. Military units take forever to reach an objective if they have to cross rivers and/or mountains on the way. There are instances in which it is preferable to choose a long march over a sea trip for your army—for details, please refer to

Chapter 7. Ships are irreplaceable as a means of transporting your troops to and from the battlefield—you cannot afford to wait several turns for reinforcements to arrive—and so your inland colonies won't be especially helpful in a military conflict.

In summary, a coastal colony is always preferable to an inland colony for the following reasons:

- It is able to trade with the mother country.
- It is able to build ships.
- It allows you to quickly transport units elsewhere, whether it is for the purpose of starting another colony, exploration, or waging war.

The sections below discuss types of colonies according to their role. Some of these are, by definition, coastal colonies; others can be built inland as well.

Mother Colonies

Each game of *Conquest* provides you with a single settler unit. Subsequent settlers that start a new colony are recruited from your housing. The settler unit is an expensive one—you'll find the relevant statistics in the last chapter of this book. To recruit any settlers at all, a colony must have a healthy surplus of crop and wood units as well as a lot of unemployed colonists. Otherwise, recruiting settlers will be

marked by a drastic drop in the output of your colony's industries caused by insufficient labor.

It follows that a mother colony has to have an abundance of crops, wood, and people. Since metals of one sort or another can be found anywhere, usually it also has a respectable mining industry. It is almost always located on the coast, which lets you easily transport units recruited within the colony to the location of your choice.

Once in a blue moon, you should consider locating a mother colony inland. This specifically occurs in a situation where you want to colonize a new continent whose ownership is very much in dispute. You can be certain your new settlement will be under constant armed threat for most of its beginnings, and you want to maximize your chances of a successful defense. In that case, an inland location may be better because it lets you see an approaching army a turn or two in advance, giving you some time to prepare.

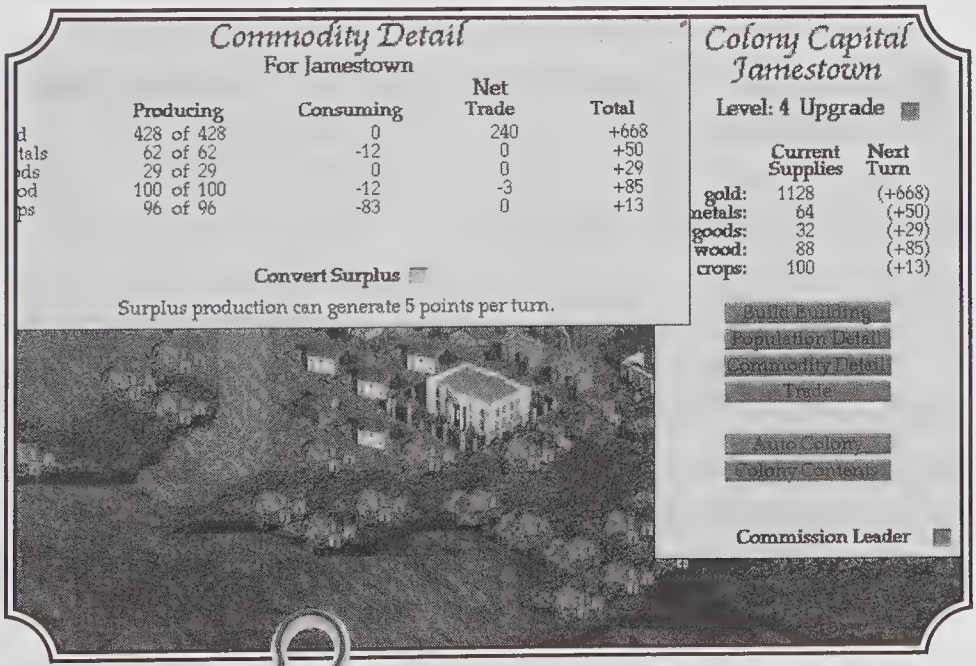


FIGURE 1-4. A STRONG MOTHER COLONY IS A PREREQUISITE OF SUCCESS IN *CONQUEST*. MAKE SURE IT'S BOTH IMPREGNABLE AND AN INDUSTRIAL POWERHOUSE

Colonies

Remember that it helps greatly if a mother colony is located in the proximity of a friendly tribe. More than often, recruiting settlers is retarded a turn by a shortage of crops or wood. Bartering with natives is a convenient way to acquire those few missing planks or corncobs.

Since a mother colony has to have plenty of wood and crop units, make sure you locate it in the right spot. Chapter 2 offers a step-by-step description of setting up your very first settlement which, of course, is the mother of all colonies. To recap the main points, a mother colony should have:

- A forest or jungle—either within the site of the colony, or upstream from it if the colony is located on the bank of a river. Rivers with no trees in sight are also acceptable;
- an expanse of grassland big enough to accommodate at least two farms and a fort (three 2x2 sites) following the upgrade to Level 2 (if you've just got enough space for one farm with a Level 1 center, that's okay);
- access to the ocean, since transporting settlers by ship is often more a necessity than a convenience;
- a healthy immigration rate, essential to ensuring plenty of free labor; and,
- a healthy trade surplus.

This last point is particularly important, since each settler should come complete with a leader and a couple of cavalry units to protect your newfound colony. In other words, it takes quite a bit of gold to start a colony properly, and your mother colony should be capable of bearing this financial burden on a regular basis.

Bear in mind that a mother colony should be able to turn out settlers every few turns. In any game of *Conquest*, speedy settling of the new land is the easiest route to victory. Every

colony center produces Victory points every turn, which means that the earlier you set up new colonies, the better.

There usually is no shortage of colony sites in Conquest. This is especially true if you consider that only selected colonies of yours need be mother colonies. If you find yourself short of sites, this can be only for one reason: You simply haven't explored far enough.

Industrial Colonies

Quite often, the most resource-rich spots are also the most difficult to settle. For instance, an area featuring many rivers almost always offers thickly wooded banks and nearby mountains. Rivers and mountains mean rich metal ores, timber, and gold. However, siting a colony in such a desirable spot involves a lot of careful calculation—slopes and rivers mean there is a shortage of 2x2 sites that can accommodate a farm or a fort. A colony in which crops are a concern is automatically unsuitable for turning out settlers on a regular basis. It is best not to recruit any settlers from it at all, and put all labor to work in its productive industries.

Note that a fort is a necessity in an industrial colony, especially in multi-player games. Industrial colonies are a very attractive acquisition for your rivals, especially since setting one up involves a bit of trouble.

Remember that any colony you build should have a dock/trading post. Many industrial colonies are inland colonies, so make sure they are located close to a river; which, incidentally, also provides a Production bonus.

It is possible to set up an industrial colony such as a small gold-mining village without any farms—the trade mechanism in *Conquest* lets you schedule regular crop deliveries. However, if you look around carefully, you'll

Multiplayer

Human opponents are particularly alert to the presence of numerous gold mines. Make sure you have enough guns to keep your gold!

almost always find a spot that allows you to include a single farm in the colony site—and a single farm allows you to develop your settlement into much more than a mere village. Besides, you want to be able to upgrade each and every colony center, since each upgrade means more points. The higher the level of the colony center, the more people live in the colony, and the more food they need.

Large continents sometimes feature an area of grassland encircled by mountains, usually right in the center of the land mass. Although hard to access, an area like that is the ideal site for an industrial colony that will pump a steady stream of metals and gold into your economy. Since it takes a long time to reach the place—with all those mountains around it—it is also relatively easy to defend, as long as you've built a fort. Any armies advancing on your settlement will take forever to negotiate the surrounding slopes, providing you with plenty of time to recruit extra troops.

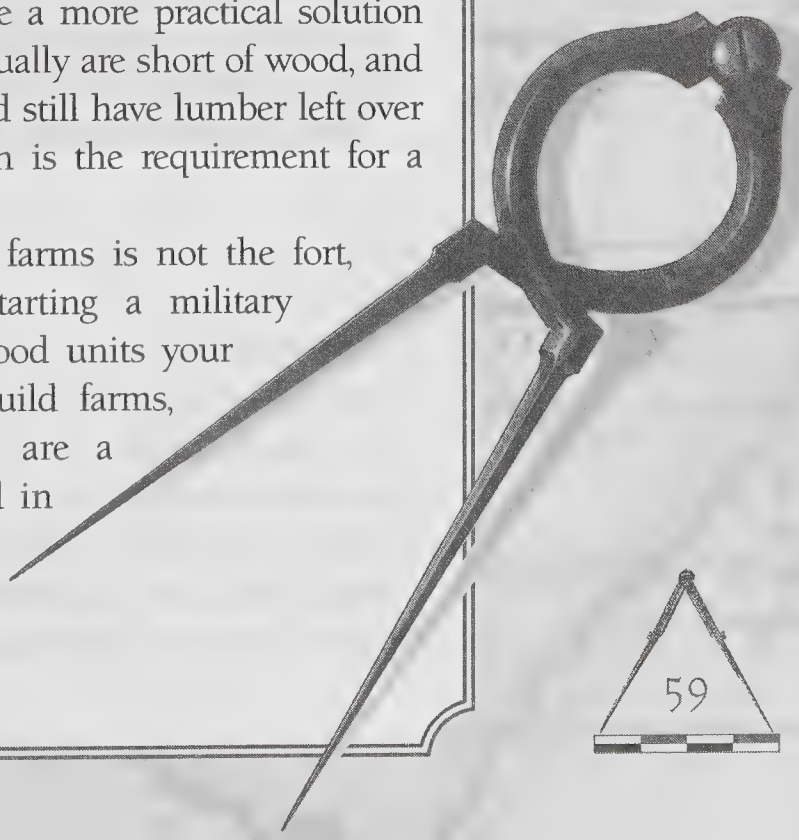
Note that it is usually not worth your while to plan and build agricultural colonies—settlements that emphasize crop production. While it is certainly a viable proposition—you can send in wood and metals—it's simply too much trouble. However, you may find yourself with an agricultural colony on your hands following the founding of a different type of settlement. This is the military colony, whose location is determined not by the suitability of the land, but by other factors.

Military Colonies

Quite often, you'll find yourself at war with an enemy whose colonies are a considerable distance away. *Conquest*'s military units have an important feature: they heal when inside a colony. It is utterly impractical to wage war on a distant enemy and transport damaged units all the way back home so that they can regain strength. It's much easier to recruit a settler and build a colony right where it matters. You won't have to worry about garrisoning it, for one thing, because it will be always full of soldiers, even if some are wounded.

Given that role, it's not surprising that the siting and construction priorities in a military colony are somewhat different from other colony types. A typical military colony is located on the coast—after all, it serves as a depot for troops originally transported there by ship—and surrounded by flat grasslands, so that several Level 1 farms are possible (you have to feed the troops, but you don't want to worry about upgrades in a military colony). A fort, of course, is an absolute necessity. Again, two or even three Level 1 forts are a more practical solution than upgrades. Military colonies usually are short of wood, and you can build two Level 1 forts and still have lumber left over for housing with 25 wood—which is the requirement for a Level 2 fort upgrade.

The second priority after the farms is not the fort, however, but housing. When starting a military colony, you should use all the wood units your settlers brought with them to build farms, housing, and docks. The docks are a necessity; they allow you to send in



enough wood units for a fort and a few metal mines (you want to be able to turn out cheap military units at a moment's notice). When all of that is ready, and you have wood units left over, you can consider building a few unproductive lumber mills so that you always have a couple of extra planks handy. However, make sure you stay focused on two primary needs: Enough housing for all those recuperating soldiers, and enough crops to choke the cavalry horses.

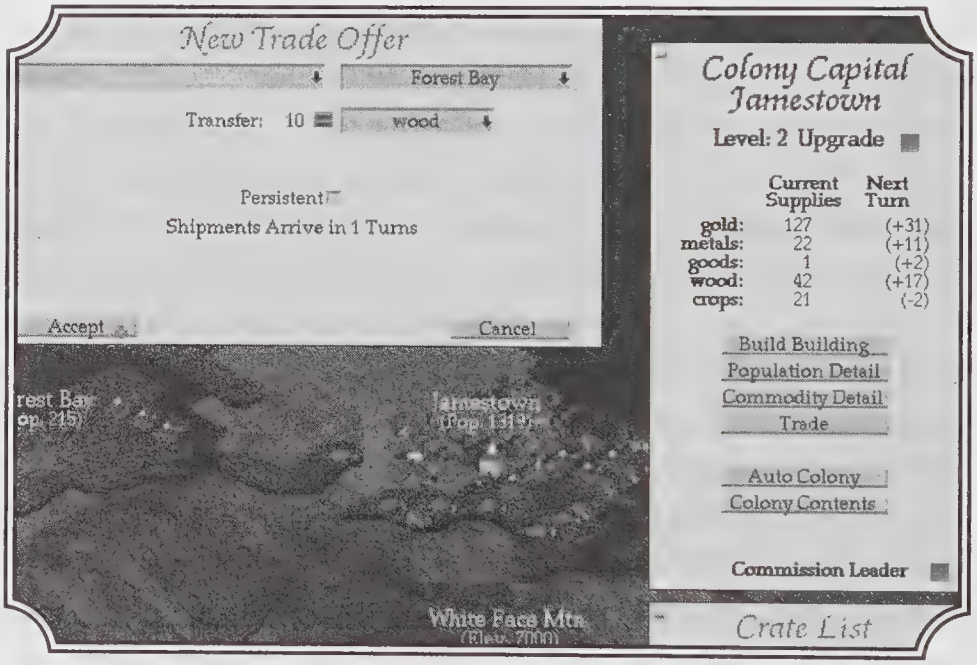
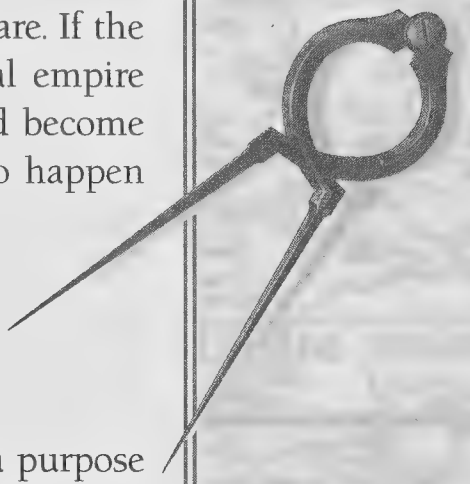


FIGURE 2-4. Deliveries of wood and metal to an incipient colony can greatly speed up its development.

As mentioned, at the conclusion of a successful war, you may find yourself with an agricultural colony on your hands. Upgrade everything to Level 2—you should think twice before upgrading further, but Level 2 is when a building's production/capacity becomes meaningful. Do not worry about sending in more lumber—build enough mills to produce a half-dozen wood per turn and let things develop at their own slow, agricultural sort of pace. Set up a Persistent trade in crops with your mother country and natives, if there's

a friendly village within trading radius, and set up a Persistent gold transfer to your capital.

Do not demolish the forts: Leave them as they are. If the newly acquired province of your far-flung colonial empire becomes threatened, your agricultural colony could become a military colony once again. This is very likely to happen in a multiplayer game.



Special Colonies

Special colonies are colonies that are founded for a purpose directly connected to the player's Special Abilities, or chosen strategy. For instance, a player with the Missionary Special Ability should seriously consider setting up a colony solely for the purpose of trading with native tribes. Almost every *Conquest* world features an area where five tribal settlements fit into a Level 2 colony center's trading radius. A small town that collects 150 gold during every turn in return for a measly 15 crops is a smart solution, especially since you don't have to worry too much about its defense—the natives will supply quite a few troops, and the size of the prize does not make it worth a huge military effort.

In the opening stages of the game, or whenever you discover a hitherto unknown continent, you may want to set up a colony that's little more than an exploration base. A farm, a house, and a tavern are all that's really needed. It may seem like going to great lengths, setting up a colony solely for the purpose of exploring new lands, but you have to remember that you can easily gather a couple hundred extra Exploration points that way. Since almost any colony is capable of recruiting one settler unit without going into a death spasm, your exploration base can also quickly spawn

Strategy

When you start a colony for the specific purpose of building forts to support extra military units, do not build the new units in the new Level 1 forts (unless it's the thing to do in the circumstances). Build good, high-level units in the upgraded forts of your established colonies. If you do decide to build units in the new colony, bear in mind that you need a steady stream of fresh bodies to be drafted into military service. Build numerous churches, if necessary, to ensure sufficient immigration levels.

a new mother colony. Then you can begin proper colonization of the new continent.

If you are a playing a very aggressive strategy (and are at war most of the time), you will need to build military colonies that not only nurse damaged units back to full strength, but that also build more forts and thus more military units. Long games of *Conquest* often end with a decisive bloodbath, especially in the multi-player mode. This can go on for many turns, and you may find yourself desperately pressed for more military units than your existing colonies' forts can support.

Conquest offers real depth of gameplay, and there are as many types of special colonies as there are strategies. The important thing to remember is that you should be always building new settlements—every colony center adds to your score. Do not get trapped into endless upgrades and improvements in two or three colonies while your rivals are expanding all over the New World. It is easier to upgrade than plan and start a new settlement, but conquering a new land involves some hard work!

Native Colonies

As noted in Chapter 2, the task of colony-building is much simpler for the player who has chosen to play *Conquest* as High Native. Level 1 Native colony centers cover a site area equivalent to a Level 2 European center. Level 2 Native colony centers offer the biggest colony site to appear in *Conquest*. A High Native colony, with a Level 2 center that does not embrace areas rich in Production bonuses, is truly unfortunately sited—you have to try hard to make things that bad.

High Native colonies do have one weak spot, and that is the relatively weak productivity of farms. You need several Level 2 farms to feed a colony of respectable size. Even with the extra construction space afforded by the big colony site, crop production may be inadequate after the population has had a chance to grow.

Another important difference between High Native and European colonies is the necessity to build at least two, and preferably more, forts in every single colony. The High Native player's colony score is severely handicapped by the fact that colony centers do not upgrade beyond Level 2; in effect, that means six points less per colony, per turn. Therefore, the most effective Native strategy is to embark on the task of federating native tribes, a process that is marked by a lot of fighting. While this goes on, every High Native colony is in danger, and large colony garrisons are an absolute necessity. (For details on federating native tribes, please refer to Chapters 6 and 7.)

In summary, the size of High Native colony sites makes it unnecessary to plan colonies according to their function. Every High Native colony functions rather well as a mother colony—the only problem here may be the short supply of crops. However, after 30 game turns or so, at least a couple of nearby tribes are federated into your new Native superpower, which means you can always count on some crops by way of barter. Since High Native gold mines have much higher production than European ones (50 gold per turn instead of 20), gold is seldom a problem, and you can use your trade capacity to supplement your stores.

Developing a Colony

Developing a colony differs depending on the colony type. For example, you won't be building up a strong lumber industry in a military colony, and you won't build commerce in a mining village (unless you're a player who has to have a little bit of everything everywhere, and many of us are). However, there are some good general guidelines to follow in colony development, and they are set out here.

Your first task, upon founding a colony, is to upgrade the colony center to Level 2. This upgrade marks a dramatic shift in your colony's productivity and usefulness.

Colonies

You should always try to upgrade your colony center to another level as soon as it's possible. Even if you have many vacant sites within your colony, the industrial sites that become available following an upgrade often offer bigger Production bonuses. Also, an upgrade means three extra Colony points every turn.

Developing Colony Industries

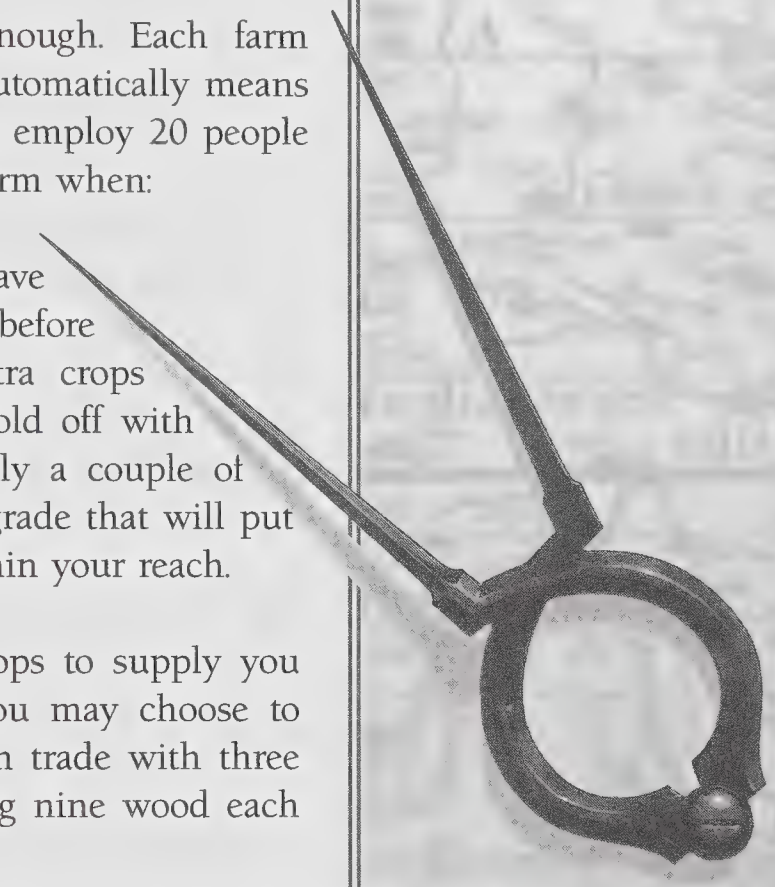
As noted in Chapter 2, you should concentrate on building lumber mills when you start your colony. Wood is the only construction material required for all level 1 buildings with the exception of forts and commerce. Check on free labor before you erect new structures, however; in the beginnings, labor is very limited, and it makes no sense to build industries that subsequently do not produce anything for several turns.

To start a colony, one farm is enough. Each farm employs 40 people, so a second farm automatically means you have two fewer lumber mills—they employ 20 people each. You should only build a second farm when:

1. Your crop stocks stop growing. You have to accumulate a surplus of 15 crops before you can recruit settlers, so no extra crops means no expansion. You should hold off with another farm, however, if you're only a couple of turns away from a colony center upgrade that will put a more productive farm location within your reach.

2. You rely on bartering or trading crops to supply you with other commodities or gold. You may choose to build an agricultural colony that can trade with three nearby friendly tribes, thus obtaining nine wood each turn without any fuss.

3. You have a real problem getting enough gold for your developing colony—all the wood and metals are used up every turn on new buildings and upgrades. An extra farm or farm upgrade can be a convenient way to ensure small, but regular, income. For details, please refer to the next chapter.



As soon as you have a meaningful amount of lumber being produced or obtained through barter every turn (five wood per turn is an absolute minimum; shoot for 8 to 10), you should build 2-3 metal mines.

The ideal colony industry cross-section, at the threshold of a Level 2 colony center upgrade, is as follows:

- One farm. A farm usually produces four crops per turn if located correctly. Given the 15 or more crops your settlers bring along, this should be more than enough to see you through the upgrade.

- Six to eight lumber mills. If you follow the advice given earlier, and locate your colony in a lumber-rich area, these should provide you with 7 to 12 wood per turn. This is the amount of lumber you need to make good use of the immigrants that arrive in your settlement every turn.

- Three to five metal mines. Metals are necessary for all Level 2 upgrades. Also, you need to get your mining industry on its feet early on so that you have a slight surplus of metals on hand at all times. Without metals, you cannot produce military units, and it's always good to have that option.

Industrial Bottlenecks

During the development of a colony, you will encounter several bottlenecks that may severely restrict your progress.

Initially, you'll find yourself constantly running short of wood. The period following the founding of a colony features several turns during which most of your pioneering

colonists twiddle their thumbs—there are not enough jobs to go around, because there isn't enough lumber to build industry. This situation may persist after you've upgraded to Level 2—upgrades involve a lot of wood. What's more, you'll also experience shortages of metals. The post-Level 2 upgrade era is when you start to recruit military units; and that, coupled with all Level 2 upgrades that follow the upgrade of the colony center, produces an insatiable demand for metals.

Upgrading to Level 3 involves goods, and signals the beginning of a new bottleneck. Every Level 3 structure demands goods; so do Level 3 units. Since commerce uses wood, metals, and lumber, you may well find you have a secondary shortage in one of those three.

You will know you have supply and demand balanced properly if you have a slight surplus of all four commodities every turn, which lets you build up a reserve.

Persistent Deliveries and Industry Specialization

It is possible to compensate for a commodity shortage by scheduling Persistent deliveries of the commodity in question from your other colonies. This arrangement works particularly well if you want to make a colony specialize in the production of crops, wood, or metals. This results in a Specialization bonus which boosts an industry's output over and above the bonus afforded by its location, and can result in very high productivity.

Specialization of industries and Persistent deliveries are discussed in Chapter 5. However, you should be aware that your colony will excel if it produces at least some of all the four commodities available in *Conquest*. A mix of industries

Economy

It is easy to overlook the fact that you need crop units to make goods, too. Often, you'll find your commerce output dropping in spite of adequate stocks of lumber and metal units. Check the colony's Commodity Detail for crops supply and demand! Remember that, unlike with wood and metals, you need a current crop surplus equivalent to the commerce requirement to keep your commerce producing at top capacity.

means flexibility in colony development; and at any rate, Specialization bonuses become truly meaningful only once you're upgrading industries to Level 3 and 4. For this reason, try to achieve a balanced mix in your colony's industrial production while it's growing to Level 3. Often, getting Specialization bonuses is as easy as upgrading all of the buildings (e.g. all lumber mills) in one industry to Level 4 while leaving your farms and mines at Levels 2 and 3.

Do not concern yourself too much with specialization while your colony's still growing into a town of a respectable size.

Controlling Colony Population

At the outset, do not worry so much about controlling your colony's population as about making it grow. This situation will persist even after you've upgraded the colony center to Level 4. Inevitably, the increase in the size of the colony site puts good, new industrial sites within reach; and this, together with the continuing industrial upgrade process, will mean great demand for new colonists.

If you have chosen the Colonist Special Ability, you will continue to increase the population of your colonies as fast as you can—each 50 colonists mean an extra Victory point. If you haven't, then you should control each colony's population, and not let it grow beyond what's necessary to keep all the industries running. Remember, you also need colonists to recruit new units!

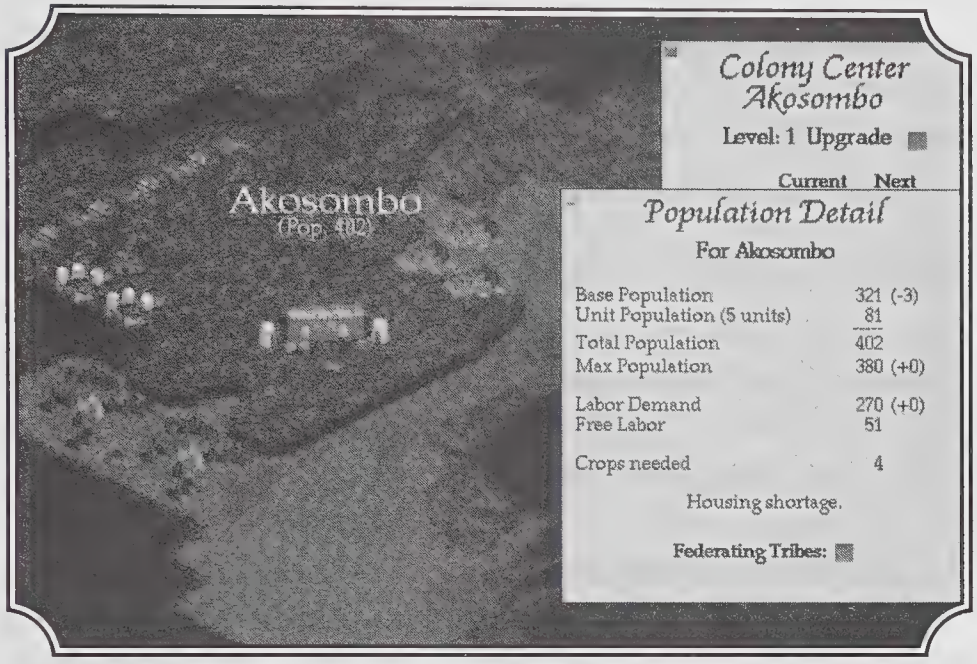


FIGURE 3-4. TOO MANY MILITARY UNITS INSIDE A COLONY CAN CAUSE A FALSE HOUSING SHORTAGE. REMEMBER THAT YOUR COLONY DEFENSE LEADER CAN ONLY COMMAND A LIMITED NUMBER OF UNITS.

The reason for this is simple: Colonists consume crop units. Since you can sell crop units for gold, too many idle colonists cost you money. Maintaining a surplus of 2,000 people (2,000 free labor on your Colony Population panel) is having at least 1,000 people too many. If you have already reached the status of an independent country, the 10 crops those extra 1,000 colonists consume each turn translate into 80 gold. Paying 80 gold per turn per colony is senseless, and downright harmful if you've also chosen the Miser Special Ability—it will forfeit you many Victory points.

You control a colony's population by making housing limited to suit your needs. Do not let the message "Colony at maximum capacity" panic you into building new housing or upgrading existing buildings. Think whether you really need more people. If you don't, hold off with new housing until you truly need it.

You should try to maintain a labor surplus of 500-600 people in every Level 4 colony (a colony with a Level 4 center). This lets you recruit settler and/or military units at a moment's notice, and also allows for a continuous upgrading of

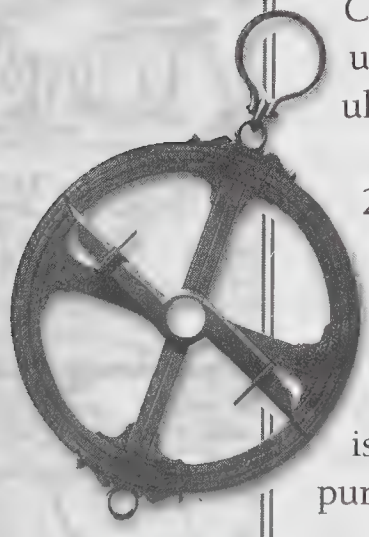
your industries. 1,000 free labor is an option if you like starting new colonies with a Level 4 settler unit—something which is not very practical until very well into the game (100 turns plus).

Attracting New Colonists

New colonists are attracted at a preset rate. This equals to 8 percent of your present colony population—in other words, a colony of 1,000 inhabitants will attract 80 new people a turn.

The eight percent immigration rate is pretty generous once your colony has reached a respectable size. However, for the first 30 turns of a colony's existence it's not enough, and building churches is a necessity.

As mentioned earlier, it is advisable to build a number of Level 1 churches the moment you start your new colony—usually two or three. As colony population and immigration grow, you should demolish all but one church. Churches use up valuable space, and you can always upgrade the single one left if you need to boost the population further, although it tends to get quite pricey.



In practice, you may find out that anything past a Level 2 church upgrade is unnecessary. By the time you reach Level 3, which would let you upgrade the church further, the eight percent immigration rate is more than sufficient to provide for your needs. At least half the time, you'll find that even the one church you have left is unnecessary. You may want to leave it or upgrade it for purposes purely aesthetic, but that's all.

Naturally, things are different if you're pursuing a Missionary policy—churches are needed to win over hostile natives. (For details, please refer to Chapters 1, 2, and 6.)

Upgrading Colony Buildings

Your first priority in upgrades is, of course, the colony center. You should bring it up to Level 4 as soon as possible, even though most of your other colony buildings may be Level 1 and 2.

The reason for this is simple. The size of the colony site grows bigger with each upgrade, putting better industrial sites within reach. Also, the colony center provides accommodation for as many people as housing of the same level. In other words, you get to house an increasing number of your colonists without using extra space.

Housing upgrades are the second in priority, for the same reason as above. It makes no sense to use up an extra square within the colony site when you can cram more people into an improved building. The main problem here is that housing is very cheap to build and increasingly expensive to upgrade, and so you'll often feel tempted to build new Level 1 structures. Don't, for they are very inefficient; the extra 100 people you can house are a drop in a bucket when you have a Level 4 colony. Do all the housing upgrades you can before constructing new residential buildings.

Commerce upgrades are the next on the list of automatic approvals. Every commerce building grows more efficient with each higher level; that is, it uses fewer raw materials to produce goods (a Level 2 commerce needs two units each of crops, wood, and metals to produce three goods, and so on). Of course, you should always check whether upgrading a commerce won't create a bottleneck elsewhere—you may suddenly find yourself short of metals for your army.

Farm upgrades are usually more of a necessity than an option. You should make sure that you have enough crops to feed the colony and produce settlers, but not more. Producing a lot of crops results in the Specialization bonus

Colonies

The existence of level 1 and level 2 housing allows a colony to produce cheap level 1 and 2 settler units. It is a good option to have throughout the game!

being awarded to farms instead of mills or mines, which is something to be avoided. Upgrade farms only when necessary, and only then.

Mill upgrades are especially high priority when you progress to Levels 2 and 3. After that, you should seriously consider whether you need to go any further. It makes sense to upgrade particularly productive mills and demolish others, particularly when this demolition work frees up a 2x2 space or lets you build a mine with a meaningful Production bonus. Usually, your need for wood becomes less acute with time.

Metal mine upgrades are very high on the list of priorities, all the way to Level 3. Again, after that, you should think whether you really need any more metals. As a rule, the answer is yes if the colony in question is a supplier of military units, and no when it isn't.

Gold mine upgrades are always desirable, since they greatly boost gold production. However, they are always horrendously expensive, particularly once you go beyond Level 2. You will have many other upgrade and building priorities before you can improve your gold mines to a high level, but do remember to improve them at the earliest opportunity.

It goes without saying that choosing selected Special Abilities at the beginning of the game influences your building upgrade priorities. The Colonist Special Ability means you want to concentrate on housing and farms upgrades. The Miser Ability puts stress on gold mine and commerce upgrades. Review your upgrade priorities with your chosen strategy in mind.

Certain upgrade priorities may also be forced by the recruitment of new units. Ships need wood, settlers need both crops and wood in quantity, and military units use up

a lot of metals. It's good to consider that in advance, and plan accordingly—there's a lag of 3 to 4 turns before your industrial investments start making a real difference.

Native Notes

The process of colony development is much easier when you're playing High Native. Since you're only dealing with one possible upgrade, and have a huge colony site at your disposal, things are pretty simple.

The only area in which you may have difficulties is in allocating available 2x2 sites to farms and forts. As mentioned, large High Native colonies have some problems in feeding large populations. At the same time, you need several forts to pursue the policy of federating tribes—and it is a policy you have to pursue in a game of any length.

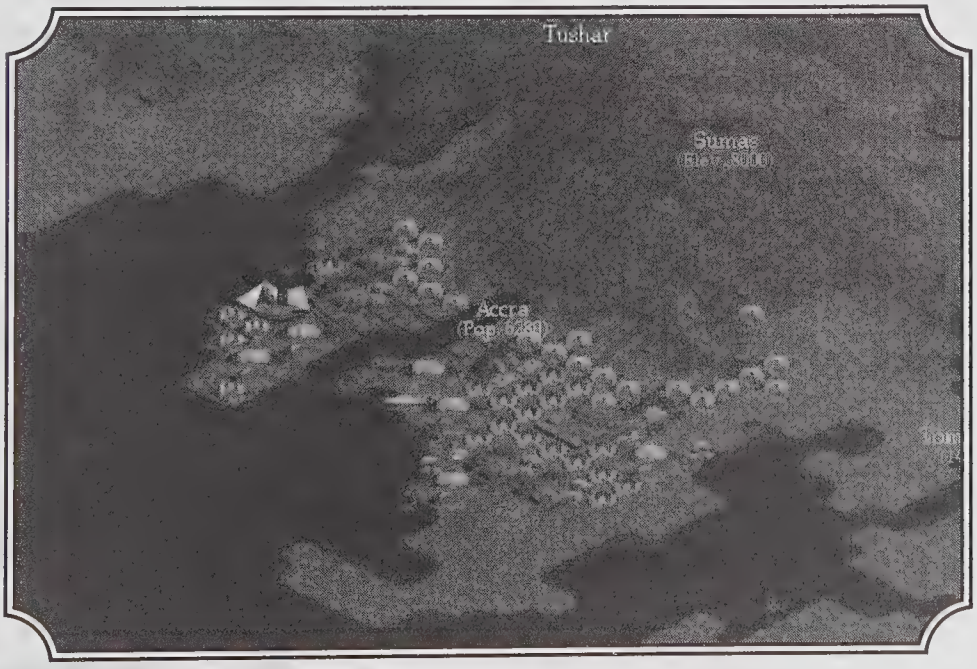


FIGURE 4-4. High Native colonies are easy to site and difficult to grow beyond a certain size. Make sure you have enough farm sites available!

A healthy High Native colony requires at least three Level 2 farms. In addition, you should have three Level 2 forts. This is not so easy to execute, since certain sites will be reserved for highly productive mills and mines. Make sure you take this into account early on, and leave open as many 2x2 blocks as you can when placing colony structures.

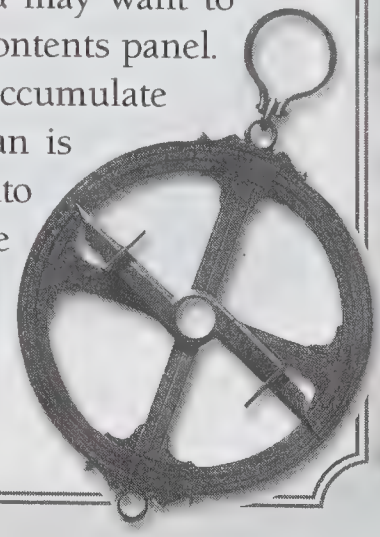
The One-Minute Colony Manager

It is good to follow a certain routine when administering your colonies. This is particularly true if you have the play time bonus on.

You should cycle quickly through all your colonies at the conclusion of every turn, using the F1 key. The Colony Information panel will alert you to any commodity shortages, and show you where your industries are weak.

Check on the Population Detail next. Take note of the free labor and immigration rate, as well as the amount of free housing. Plan your housing two turns in advance—you need a turn to build, and you want to keep your population growing constantly for the first 30 or 40 turns.

When in the Population panel, check how much housing space is taken up by military units. You may want to follow this up by a look at the Colony Contents panel. In longer games, there is a tendency to accumulate more military units inside a colony than is really necessary. This might force you into unneeded housing upgrades, or slow the colony growth rate.



Keeping the free labor numbers in mind, decide which upgrades and new buildings you want to complete this turn, and do so. Then, and only then, turn your attention to trade. It is only too easy to trade something, find out it makes an upgrade impossible, and have to reverse the trade, all of which costs extra time.

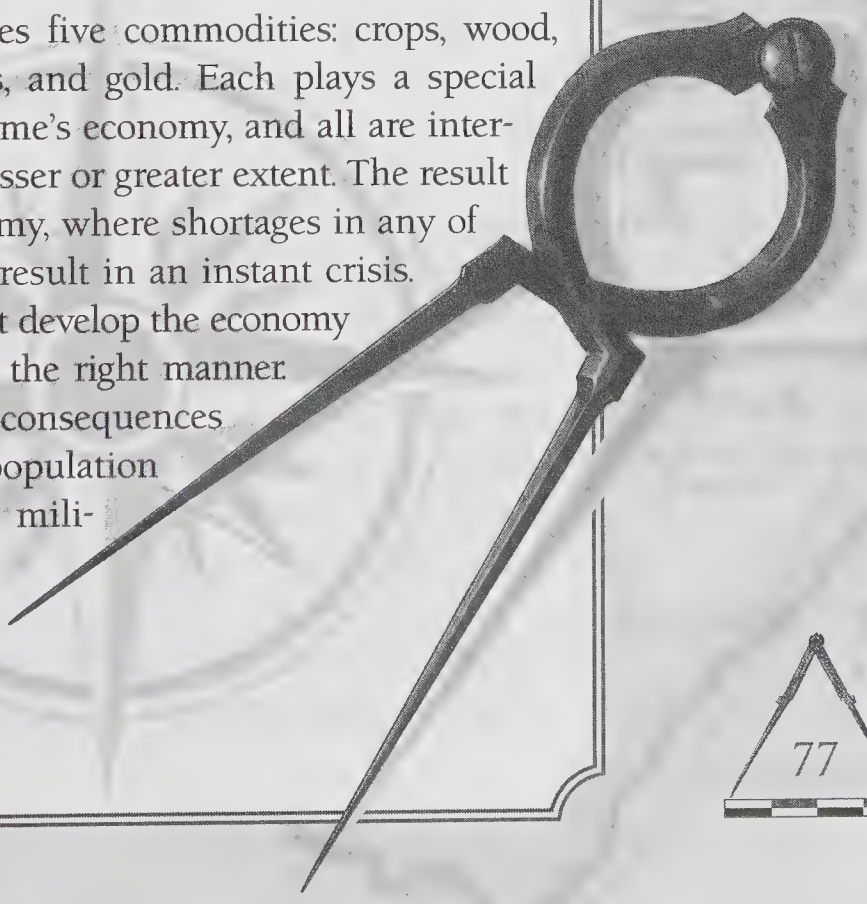
Complete all the trade transactions as quickly as possible. It is a good system to have as many Persistent trades set up as possible. (For details on trade tactics, please refer to Chapter 5.)

Finally, you may want to zoom out (all colony operations are best performed close up) and have a quick look at the units in the vicinity of your colony. You definitely want to do it when you have a war going on!

Chapter Five
The Economy

THE ECONOMIC MODEL IN *CONQUEST of the New World* features five commodities: crops, wood, metals, goods, and gold. Each plays a special role in the game's economy, and all are interlinked, to a lesser or greater extent. The result is a finely balanced economy, where shortages in any of the five commodities can result in an instant crisis.

It follows that you must develop the economy of your colonial empire in the right manner. Otherwise, you risk such consequences as a rapidly dwindling population or an inability to recruit military units.



Economy

The demand for specific commodities fluctuates from colony to colony, but as a rule, you should have twice as much wood as metals. You will need more metals than that when your colony is both a large producer of goods and a major recruiter of military units.

Any of the commodities can be obtained by either producing them or through trade. Goods form a special category, as you have to purchase some in order to build your first commerce. This is difficult for the High Native player—High Natives have no mother country to trade with, and they have to obtain the initial supply of goods from the Europeans. Special characteristics of the High Native economy are discussed below.

Commodities in Detail

Conquest's five commodities form three distinct groups. The first group consists of wood, metals, and crops. These three items are all produced automatically upon building a mill, mine, or farm, with production levels modified by terrain and Specialization bonuses.

Goods form the second distinct category. In *Conquest,* goods represent manufactured products that range from tools to cigars, and thus they require all the types of commodities in the first group—wood, metals, and crops. Goods are the best commodity to trade, since they fetch the highest prices—up to 33 gold per unit from friendly natives!

Finally, there's gold, which of course belongs in a category all its own. Much of *Conquest*'s gold is acquired through trade. However, having even a few productive gold mines confers an enormous advantage. It is worthwhile to set up colonies solely for the purpose of operating a couple of gold mines, and any colony with a gold mine is very valuable. This becomes especially apparent in the later stages of the game, when military research and recruiting high-level units make big budgetary demands.

The player who continues to rule his or her empire as a colony of the mother country will also have to pay taxes, which grow in both amount and frequency. With time, taxes

get so painful that, after 70 turns or so, even the most timid player will be thinking about independence.

All of the above means that you will probably spend more time counting gold than any other commodity. Gold is also the only commodity that can directly increase your score. Not surprisingly, having lots of gold may also make it easier for you to find allies in both solitaire and multiplayer games.

The sections below discuss each commodity in turn.

Crops

The crops in *Conquest* represent a wide variety of agricultural produce, from food for your colonists to tobacco and sugar cane. You need a certain amount of crops each turn to feed the population of your colonies and provide your commerce with raw materials. This represents the fixed demand for crops in your colonies. In addition to that, you need crops to recruit settlers, a requirement that can be surprisingly difficult in the opening stages of the game.

The agricultural industry in *Conquest* is very efficient—farms have higher production ratios than those of other industries. Each farm upgrade is followed by a big jump in productivity. You want to wait with farm upgrades as long as possible because freshly upgraded farms tend to take the Specialization bonus away from other industries. You'll find an explanation of this in the section dealing with industry specialization below.

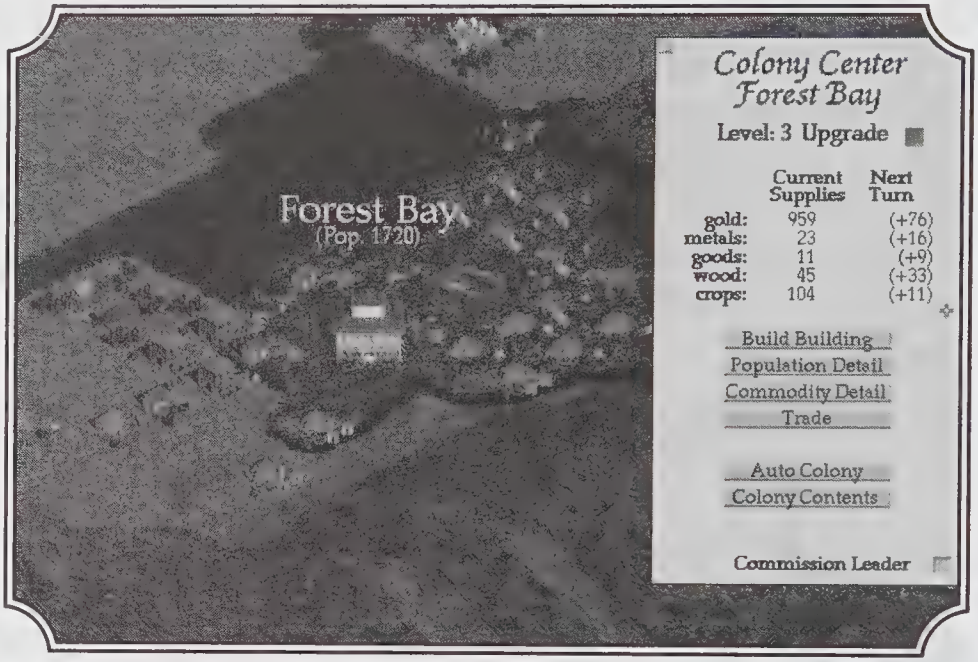


FIGURE 1-5. A single farm easily feeds a whole colony, as long as it's upgraded to a level that matches the colony center.

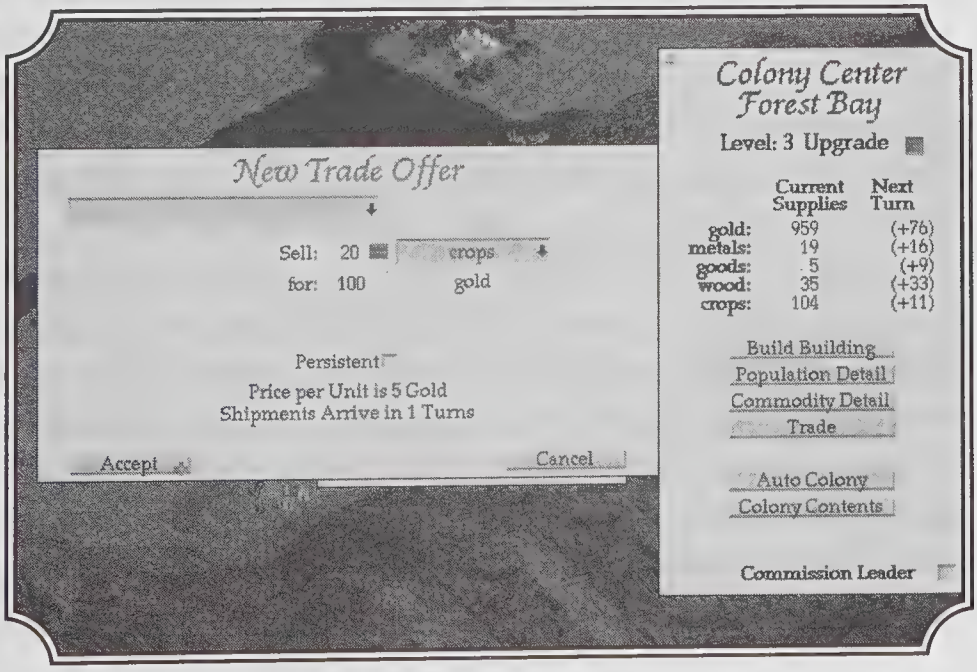
Farms are very productive. The typical Level-1 farm has a Production bonus of 48 percent, resulting in the production of four crops per turn. Since it employs 40 people,. it takes only 10 farm laborers to harvest a single unit of crops. Even with no Production bonus, the ratio is 14 people (rounded up) for every produced unit. By comparison, 20 lumber mill workers produce one unit of wood, and getting one unit of metals requires 30 miners.

The farm's high productivity means that upgrades are followed by a huge increase in production, so you will usually have either too many or too few crops. Because of this, crops tend to be a common trade item—wood and metals are always sorely needed for upgrades and recruitment of military units. Crops, on the other hand, tend to be a problem only in the opening and very late stages in the game. At the beginning, the challenge is to feed all your colonists and still have enough left to equip a new settlers unit; 150 turns later, the problem tends to be feeding your colony and providing all the crops required by commerce. For example:

If your colony produces a surplus of six crops each turn, that means you have six crops left over after your colonists have been fed. If you require, say, eight crops to produce 12 goods each turn, you may find your goods output cut to nine units per turn even though you have lots of lumber and metals.

There are two possible solutions to this shortage. One is to restructure colonial industries in accordance with your new needs—you can often shed a number of lumber mills without ill effects and plan the demolition so that you have space for an additional farm. Although forests and jungles are bad sites for a farm, these sites will certainly produce enough to supply your colony's commerce with its raw materials.

The other solution is to utilize a couple of former military colonies as agricultural centers and establish Persistent crop transfers to your biggest cities. You should always try to restructure the big colony's industry first, however—usually, it results in an improvement that goes beyond increased crop production.



Colonies

It's tempting to sell off some of the surplus crops you have when starting a new colony. Think twice, as this will severely retard recruitment of new settlers.

FIGURE 2-5. Crop surpluses are a good source of extra, if inconsistent, income. However, make sure you don't cripple goods production by selling too many crops in a turn!

Colonies

Wood is always in short supply in freshly started colonies. Send in 10 units of wood every turn for the first three turns, and your new colony will take off very quickly!

Wood

Wood plays a special role in *Conquest*'s world. It represents not only lumber as such but also construction materials. All the buildings you erect are built of wood; it's only later, when you start the upgrading process, that metals and goods become necessary.

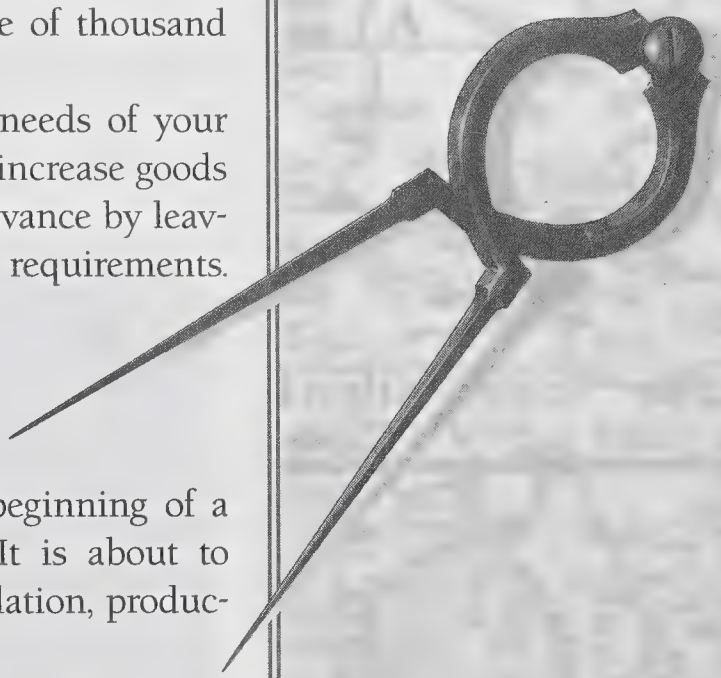
Wood is also the vital component of ships and settler units. The wood settlers carry is used to build the first colony structures other than the colony center. The amount differs with the level of the settlers unit—from 15 to 60—but it always forces a choice between settlers and a couple of upgrades. You'll find yourself enjoying comfortable surpluses of wood only when you don't have any free labor or metals for upgrades; otherwise, it makes sense to develop industries as fast as you can.

Generally speaking, you'll face an almost constant shortage of wood for the first 40 turns or so. Whatever small surpluses you may have are likely to be traded for much-needed gold. Therefore, it makes sense to build quite a few lumber mills right at the start and give them priority in upgrades. By carefully monitoring levels of crops and wood production, you should be able to give your lumber mills a Specialization bonus that may help you with the wood deficit.

In the late stages of the game, once you've upgraded the buildings in a colony to desirable levels, you may find you have a big wood surplus. This usually signals the need to restructure your colony's industries. Since a developed colony places a higher priority on metals and crops than it does on wood, this may be the time to shift the Specialization bonus to another industry. Do not be lured into complacence by easy profits from the lumber trade,

especially if you have chosen the Colonist Special Ability. An extra farm can easily feed another couple of thousand colonists, and that's 40 Victory points.

When restructuring, consider the future needs of your manufacturing industry. If you're planning to increase goods production in the near future, plan for it in advance by leaving a couple of extra mills above your present requirements.



Metals

The first metal mines you build mark the beginning of a process of transformation for your colony. It is about to change from a village into a town, with population, production, and trade levels rising correspondingly.

In *Conquest*'s economy, metals represent not only iron but also other common metals like copper, tin, and lead. Small quantities of some sort of metal ore can be conveniently found anywhere; metal mines are the least site-sensitive of all industrial structures. However, they are more labor-intensive than mills, which can force you to postpone mine construction if you haven't done some planning.

You should postpone building metal mines until after lumber production has reached acceptable levels (for details, refer to chapters 2 and 4). Two or three metal mines are sufficient until you upgrade your colony center to Level 2. Following that, however, focus most new development on metal mines, since metals are an essential component of all upgrades. Since you will be starting to recruit military units at the same time, you will face a shortage unless you make new metal mines and mine upgrades a priority.

The importance of metals in your colonial economy tends to grow with time. Higher-level military units consume a lot of metals, as do expensive upgrades. Your growing manufacturing

industry will also increase the demand for metals, and by the time you upgrade a colony center to Level 4, you'll routinely need up to 30 metals per turn for upgrades and recruitment of new units. A single Level 4 artillery unit sets you back by 32 metals.

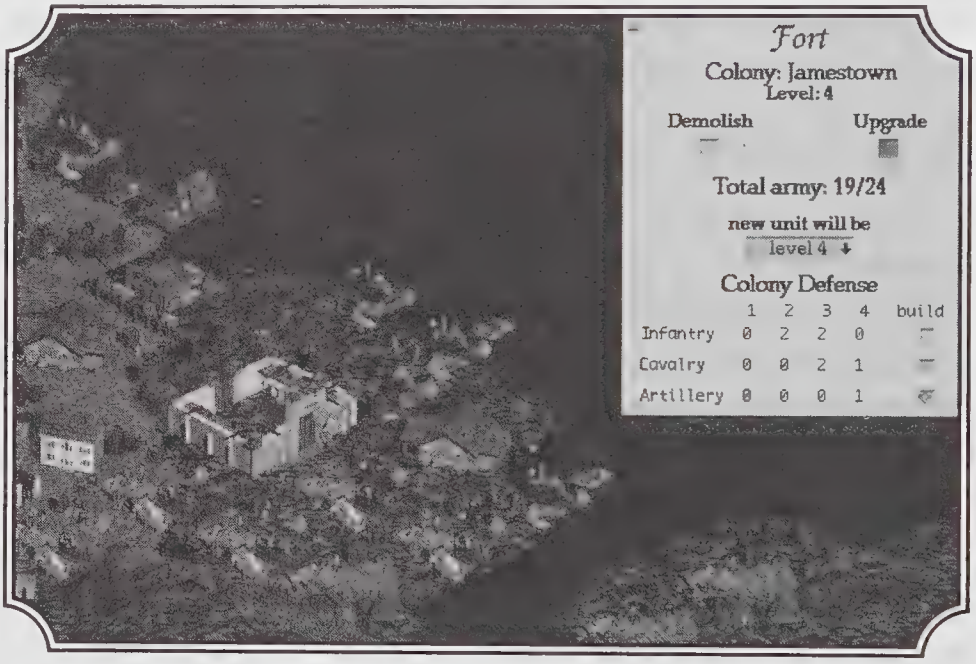


FIGURE 3-5. RECRUITING NEW MILITARY UNITS BECOMES VERY COSTLY AT HIGHER LEVELS. MAKE SURE YOU KEEP AN ADEQUATE STOCK OF METALS AT ALL TIMES!

Because of that, metals rarely figure as a major trade item. You may be selling some in the late Level 2 stages of your colony development, when you have recruited all the soldiers your forts can support. The same situation may occur in the late stages of the game, after you've won the war of independence and successfully chastised your more dangerous rivals. Apart from that, shortages rather than surpluses are the rule—the expansion of your manufacturing industry and your military means high demand. You'll see the difference when you stop recruiting soldiers—within a few turns, you'll have a significant stock of metals! Sell off some, but don't demolish any mines—a couple of lost battles can change things instantly.

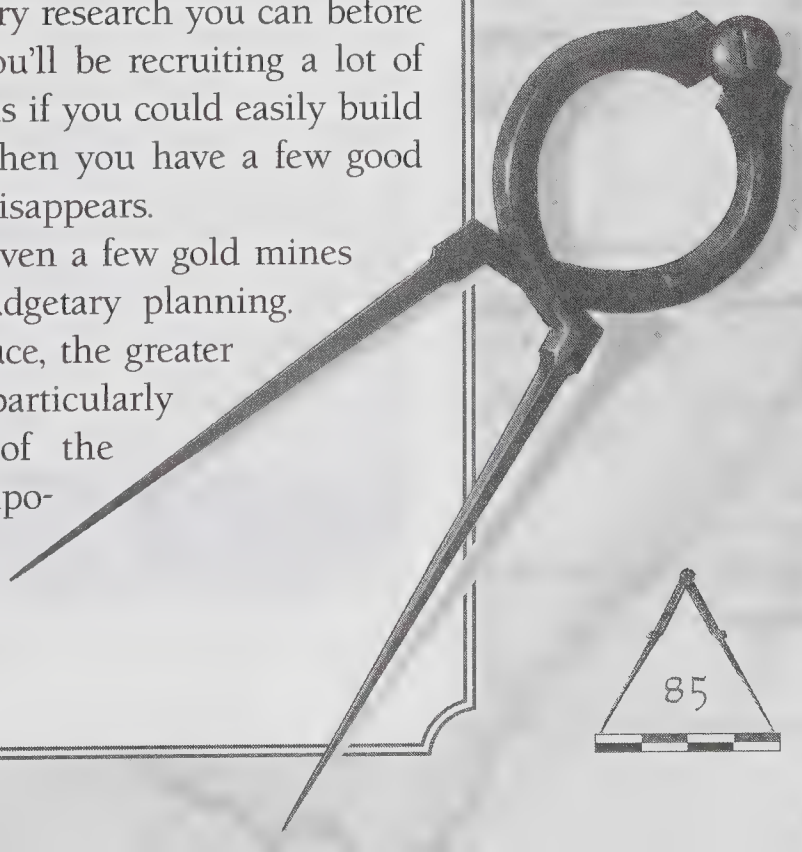
The demand for metals is a good reason to set up an inland industrial colony. The extra 30 to 50 metals per turn can always be put to good use!

Gold

Gold. This is what lured Europeans onto the high seas and led them to explore the New World.

In *Conquest,* your motivation is slightly different. For instance, your exploration effort is rewarded not only with good gold-producing colony sites but also with Victory points for important discoveries and uncovered terrain. However, the player who does not succeed in founding at least one or two colonies with productive gold mines will be severely handicapped. This is so despite the fact that you can count on a sizable income from trade (discussed further below). For example, trade with your mother country dries up when you decide to pursue the fight for independence. You will want to do all the military research you can before the war of independence, and you'll be recruiting a lot of military units, so it's not exactly as if you could easily build up a gold reserve in advance. When you have a few good gold mines, the whole problem disappears.

Generally speaking, owning even a few gold mines gives you flexibility in your budgetary planning. The more gold your mines produce, the greater the flexibility. This becomes particularly apparent in the later stages of the game—gold is an essential component of Level 4 upgrades, and the costs of military research keep increasing.



Military research costs are largely responsible for yet another characteristic of gold—not all colonies need gold equally badly. There are disparities between colonies in the demand for any given commodity, but the differences are particularly sharp when it comes to gold.

Your first colony is invariably the one that needs the most gold. The taxes you pay come from its coffers, and since it is the first colony you build, often it's also the first to have a War College. Since it's the most developed, it is also the first colony with costly upgrades, and the units it produces carry a hefty price tag. By turn 70 or so, your first colony usually needs at least 500 gold per turn. By turn 100, the demand is likely to average 1,000 gold for every turn. This thirst for gold continues until you end or suspend upgrading colonial industries, and stop fighting wars. Since neither is likely to happen for very many turns, you'll find you cannot manage well without setting up Persistent gold transfers to your first colony.

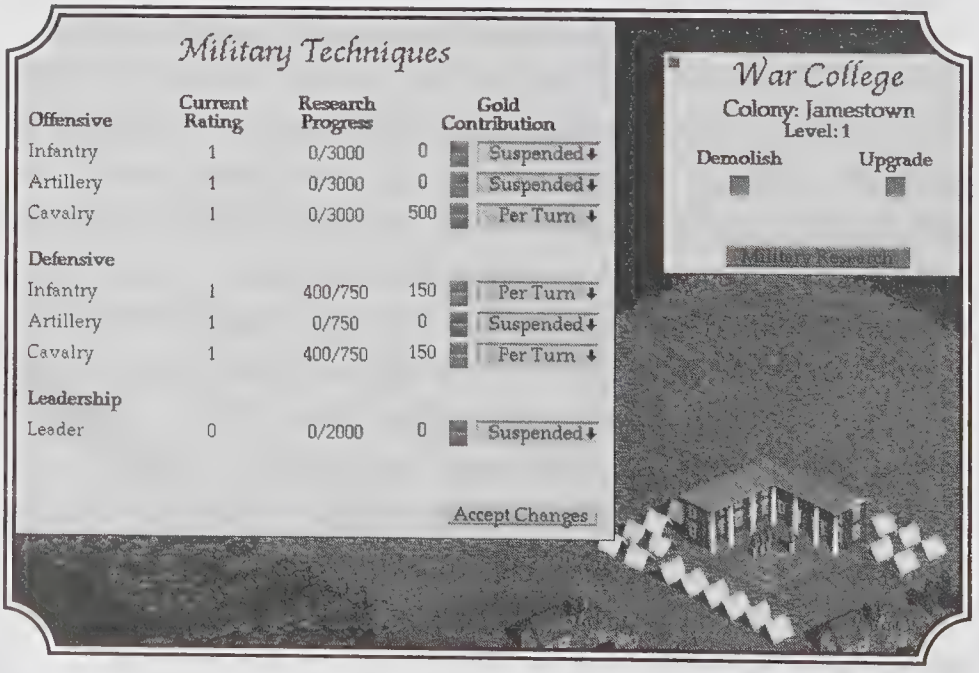


Figure 4-5. The costs of military research can severely strain your budget. Set up Persistent gold transfers to colonies that have War Colleges.

A similar situation, though less acute, tends to exist in all colonies that have a War College. In the long run, the costs of military research significantly reduce the cost of replacing military units, to say nothing of immediate tactical advantages. In order to ensure that everything is working smoothly, you should set up Persistent gold transfers to all colonies with a War College. They invariably have at least one high-level fort recruiting expensive military units, and they can use all the assistance they can get if most of their gold income is derived from trade.

Gold may be the single-biggest motivator in setting up industrial colonies that require a long trek across jungles and mountains. A well-sited gold mining town can easily pull in 1,000 gold per turn, solving almost all of your money problems.

In summary, gold tends to be the commodity whose lack you feel most, even though other shortages may have more far-reaching effects. Many problems can be cured by a well-planned system of gold transfers. This, and other gold details, are discussed more fully below.

Strategy

Keep your eyes peeled for a foreign colony that's well sited for gold production. Capturing it solves you the trouble of starting your own.

Industry Production Bonuses and Specialization

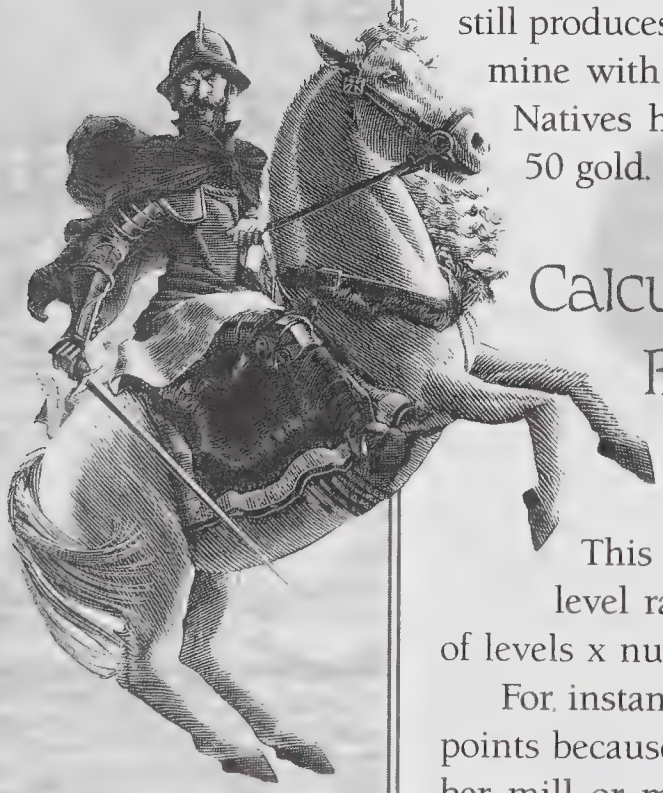
Each industry has a preset production rate for each level. These are modified by two kinds of Production bonuses: the bonus afforded by the industry's location (e.g., wood bonus in a forest), and the bonus afforded by Specialization.

The Production bonus is heavily influenced by surrounding terrain: a clump of trees surrounded by grass will give you a minimal bonus; a site in the middle of the jungle, a good

one. The presence of a river enhances production because a river offers ease of transport (lumber) or actually increases production (crops). The river bonus extends for two land squares.

The production of metals is greatly boosted by mountains—the bigger the mountains, the better. Things are especially good when the mountain peaks are snowcapped—you can expect both big metal bonuses and gold. The Production bonus for gold is almost invariably negative, and it amounts to the difference between the metal bonus and 100 percent. For instance, a site with a metals Production bonus of 60 percent gives a negative 40 percent gold production.

It may seem that a gold mine is an unattractive proposition. It isn't. A gold mine with a negative 40 percent bonus still produces 12 gold a turn, and 20 gold a turn from a gold mine with no negative or positive bonus is a lot! High Natives have it even better—their gold mines produce 50 gold.



Calculating the Specialization Bonus

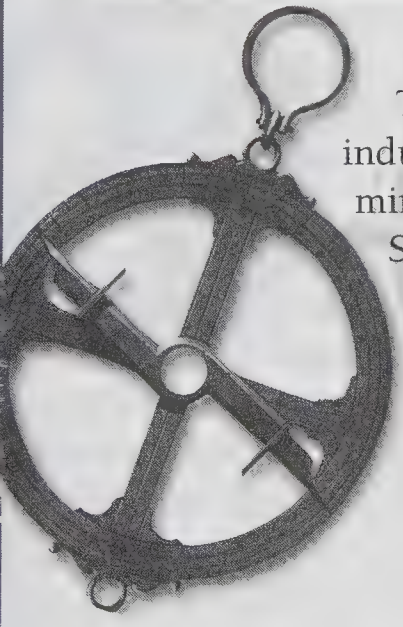
The Specialization bonus is awarded to the most important industry in a given colony. This importance is determined by calculating the level rating of each industry: level rating = number of levels x number of land squares occupied by industry.

For instance, a Level 2 farm is worth eight level rating points because it takes up four land squares. A Level 2 lumber mill or mine is worth only two points—now you see why farms tend to grab the Specialization bonus!

The level ratings of a colony's two top industries are compared to each other, and the second highest rating is

subtracted from the first. The difference—the number of rating points by which the top industry wins over the second best—is then used to calculate the actual bonus. This bonus, like the Production bonus, is a certain percentage—you see it on the building information panel as the second production modifier.

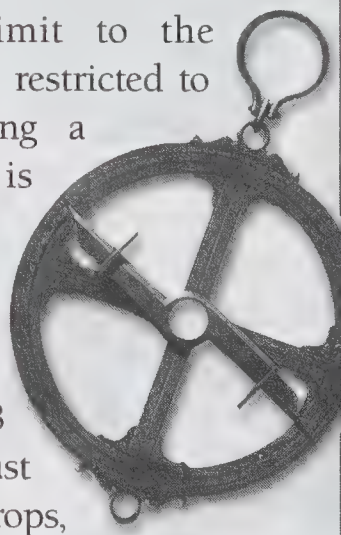
Figure 5-5. The Specialization bonus of an industry appears in brackets because it is applied just to the Production bonus—not to the output of the examined industrial structure.



The Production bonus is applied to an industry's base output—one for metal mines and mills, three for farms. The Specialization bonus isn't—it is only applied to the Production bonus.

The size of the Specialization bonus is calculated in the following manner:

- 1 percent for each 20 level rating points, up to a maximum of 20 percent bonus;
- 0.5 percent for each 20 points for the next 10 percent (for a total bonus of up to 30 percent)
- 0.25 percent for each 20 points for the next 10 percent (for a total bonus of up to 40 percent)
- 0.125 percent for each 20 points for the next 10 percent (for a total of up to 50 percent), and so on, with the percentage being halved for each extra 10 percent.



In theory, there is no upper limit to the Specialization bonus, but in practice it is restricted to the middle 30s—any industry enjoying a Specialization bonus of 35 percent is extremely well developed.

The bonus percentages involved may seem small, but consider this: A Level 4 farm produces 36 crops per turn. A Production bonus of 50 percent yields 18 extra crops. A Specialization bonus of just six percent will yield one extra unit of crops, which translates into 100 colonists with full stomachs. With the Colonist Special Ability, that's two more Victory points—all for a Specialization bonus of six percent in one of your colonies.

You may also translate the value of additional production into other terms, such as gold. The conclusion is always the same: *Conquest* is a game where an extra couple of dozen points may mean victory, and these points might well be ones won through industry specialization.

High Native Industries

High Native industries feature all the types of commodities present when playing as a European. However, obtaining the initial two units of goods is made difficult by the absence of the mother country, and all High Native industries cannot be upgraded past Level 2. While this makes the task of effectively managing the High Native economy relatively easy, it also severely restricts production levels.

Another major difference between High Native and European industries is that High Natives do not have industry Specialization bonuses. Since High Native colony sites are very big, however, it is usually possible to build mills and mines that have better Production bonuses than their European counterparts.

High Natives can build commerce and manufacture goods after obtaining the initial two crates of goods from a European player (through plunder or through barter). However, for High Natives, goods are a strictly commercial proposition—since Native buildings cannot upgrade to Level 3, no goods are needed for upgrades or recruitment of units.

Finally, High Native gold mines have a basic production of 50 gold per turn. This makes it very easy to raise huge armies, especially since you can only recruit Level 1 and 2 units, which are cheap.

Trade

Trade is an extremely important economic mechanism in *Conquest*. Your whole colonial economy hinges on well-developed trade. No matter how successfully you've developed your gold mining industry, trade always supplies at least 50 percent of your annual (or turn-to-turn) income.

Not all trade brings in equal profits. *Conquest of the New World* features several kinds of trading relationships. In addition, multiplayer games can have as many kinds of trading relationships as there are individual deals. It takes discretion on your part to consistently get top dollar or doubloon for your wares!

High Native trade is very different from European trade. It is dealt with in detail later on, together with other High Native economic matters.

Trade Allowances

Your colony cannot do all the trading it desires within a single turn. There are certain limitations imposed by the level of the colony's docks and of the colony center. Different restrictions apply to trades (selling or buying) and to transfers between your own colonies.

Trade Restrictions

You are limited to a certain number of transactions per turn, in accordance with this formula: number of possible trades = level of colony center + (dock level - 1).

Building extra docks will result in an increase of your trade allowance only if you upgrade each extra dock to Level 2 or higher.

Furthermore, there is a quantitative limit—you cannot sell any amount of a commodity in the space of a single turn. For each trade, you can sell up to 10 crates times the total number of trades permitted (not trades actually done!)—thus, if your colony is allowed four trades, you can sell up to 40 crates in each transaction.

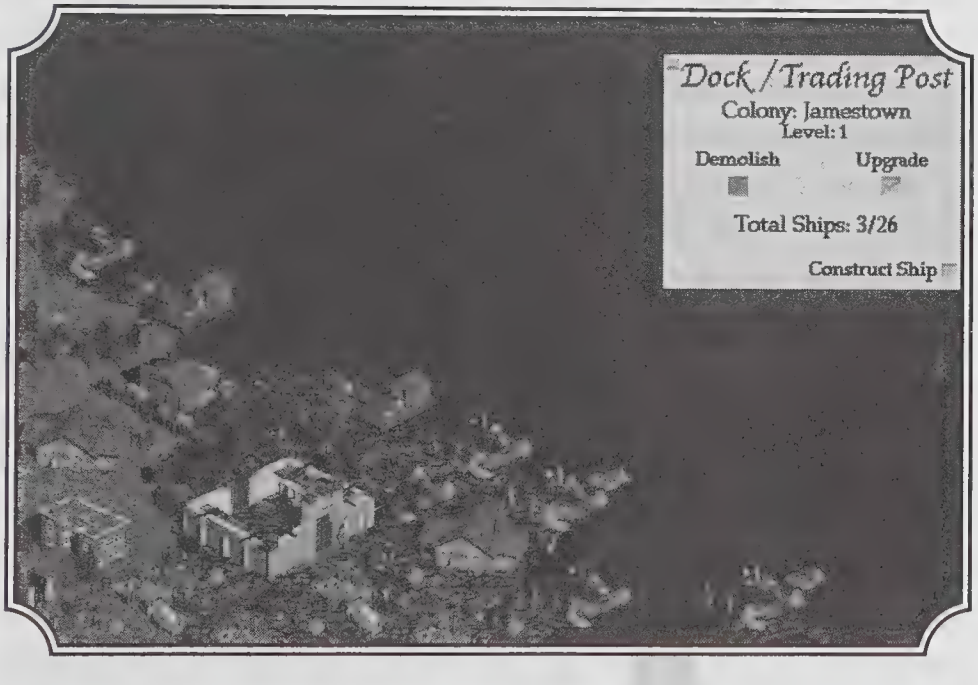
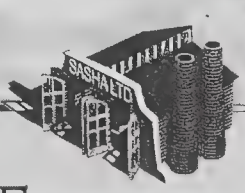


Figure 6-5. Building multiple docks of Level-2 or higher significantly increases a colony's trading ability.

Restrictions also apply to transfers of commodities between your colonies. If you're transferring commodities, the limit on the transfer is 10 crates for each level of the colony center receiving the transfer. If you're transferring gold, the limit is 100 gold for each level of the receiving colony center.



Economy

It's good to build new Level 2 docks for every Persistent trade you set up. Note that it's very impractical to set up Persistent transfers to a Level-1 colony.

The Check Is in the Mail

You do not receive payment for traded commodities instantly. The only exception is trade with native tribes—the natives bring whatever you asked for right to your colony's marketplace.

In all other instances, there's a wait involved, which varies depending on your colony's location. Initially, they tend to be located on the eastern shore of the new land, with just the ocean between them and the mother country. The wait to take delivery lasts two turns for all colonies located on the shore that you first encounter: one turn to make the transaction, and another turn while your gold is sailing to you. You receive a message telling you that shipments take one turn, but remember that it takes another turn for the transaction to take effect.

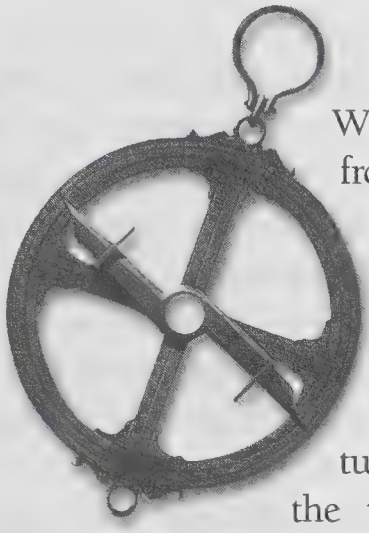
The message informing you about the shipments will change depending on which colony does the trading and with whom. The speed of shipments in the game world is calculated using a hypothetical trade raft, which has a certain speed. This speed differs for land and water routes; crates shipped by water arrive 50 percent sooner.

Since the calculations that go into determining the speed of a shipment are very complicated, it doesn't make any sense to attempt them when playing *Conquest*. However, the tip on this page may help.

A trade path must exist between two colonies trading or transferring commodities to each other. In the case of a water route, both colonies must have docks, and a sea lane must have been cleared (explored). For overland shipments, there must be a cleared land route between the two colony centers involved.

Economy

The distance a crate can travel by water in one turn is roughly equal to one screen at the third zoom level (the first being maximum zoom). Bear in mind overland shipments are 33 percent slower.

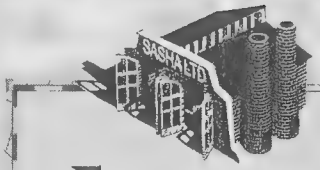


When trading with the mother country from colonies located west of your landfall, the wait for deliveries is longer. It is determined by the time shipments take to arrive in the port of departure on the eastern coast of the new land—the same number of turns as when making transfers between the two locations. Usually, the port of departure is your first colony.

Trade with the Mother Country

The mother country is your single most important trading partner throughout the game.

You are able to trade with the mother country once you've built docks on the ocean shore or on a river with ocean access. As discussed in Chapter 2, building docks usually isn't among the most urgent priorities when you're setting up your first colony. However, docks become very necessary immediately following the first colony center upgrade. This is when you want to start building up your army and to recruit settlers, and settlers especially are expensive—a simple Level 1 unit costs 50 gold in addition to crops and wood. You'll be dependent on trade with the mother country to get the gold, unless you are lucky to have friendly natives nearby.



Economy

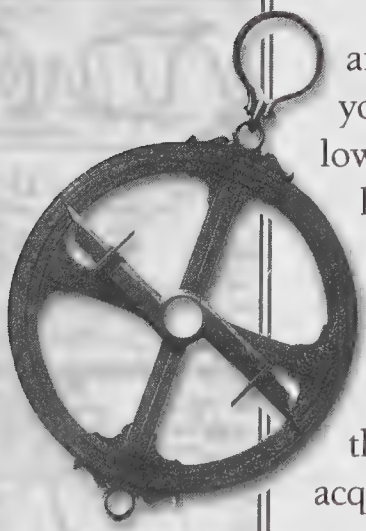
It's not necessary to build docks for a colony to trade at all. Overland shipments (overland transfers are particularly common) are permitted without docks, with the limit of one shipment per receiving colony center level.

Terms of Trade

The terms on which you trade with the mother country aren't especially good. You get five gold per unit for each of the basic commodities—crops, wood, metals—and 15 gold for goods. You have to pay double that amount if you're purchasing something—10 gold for basic commodities, 30 for goods. You shouldn't make any purchases from the mother country other than the two units of goods required to build your first commerce. The prices you must pay are ridiculous, and if you start a colony dependent in some way on supplies from the mother country, you'll be crippled financially for a long time to come.

The picture changes sharply when you win independence. Basic commodities fetch eight gold per unit instead of five, and goods sell at 25 gold each. You'll feel a tremendous difference in your finances, especially since you'll be freed from taxes. This is what makes independence so desirable, in addition to the point bonus and the freedom to beat up on anyone you dislike.

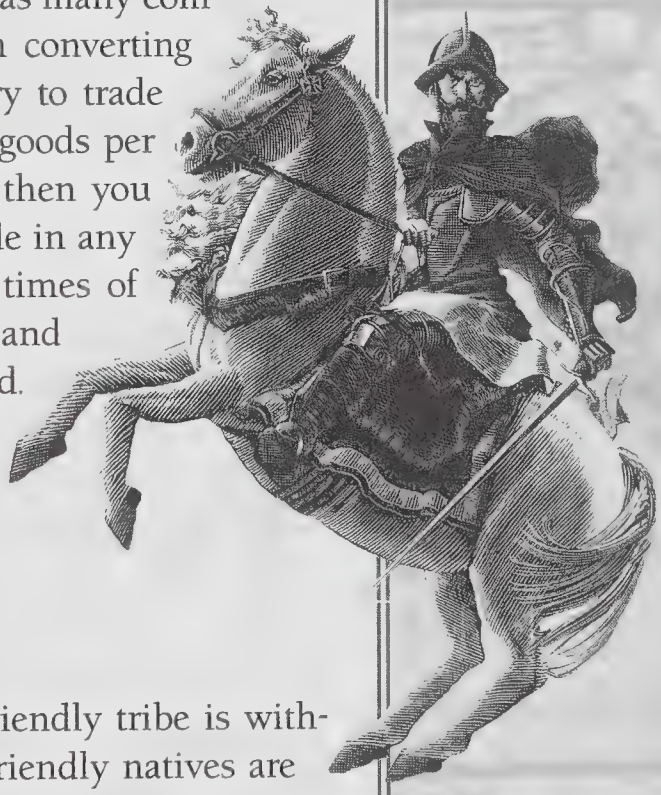
If your war of independence ends with a partial success, and you form a commonwealth, the prices you get for your wares remain unchanged. However, your taxes are lowered to 20 percent of their previous level, and you also have more political freedom. (See Chapter 6 for more details on colony politics.)



Until you have acquired the capacity to produce goods, any trade you do with the mother country is limited to the occasional half-dozen surplus units of any of the basic commodities, and even then your decision to acquire a little cash may often result in some kind of a temporary commodity shortage down the line. These "accidental" surpluses tend to become larger around the time you start turning out goods, but you would do well to keep them—the upgrade to Level 3 is a fairly demanding one. Often, you

can't afford to upgrade more than one industrial structure per turn. Your best bet is to upgrade your commerce buildings to Level 2 and beyond as quickly as possible, and concentrate on trading goods and crops, of which there tends to be plenty throughout the middle game. Of course, you'll still be able to sell a few units of metals and/or wood every turn, but you should never rely on trade in these two commodities to provide your gold. They are much too precious for that!

As a rule, you won't win independence until your colonies are fairly strong. By that time, you should have the capability to build and upgrade almost as many commerce buildings as you like. Focus on converting all your trade with the mother country to trade in goods. Once you're selling as many goods per turn as your trade allowance permits, then you can think about doing a secondary trade in any of the basic commodities. Usually, in times of peace you'll have a surplus of metals, and times of war will see a surplus of wood.



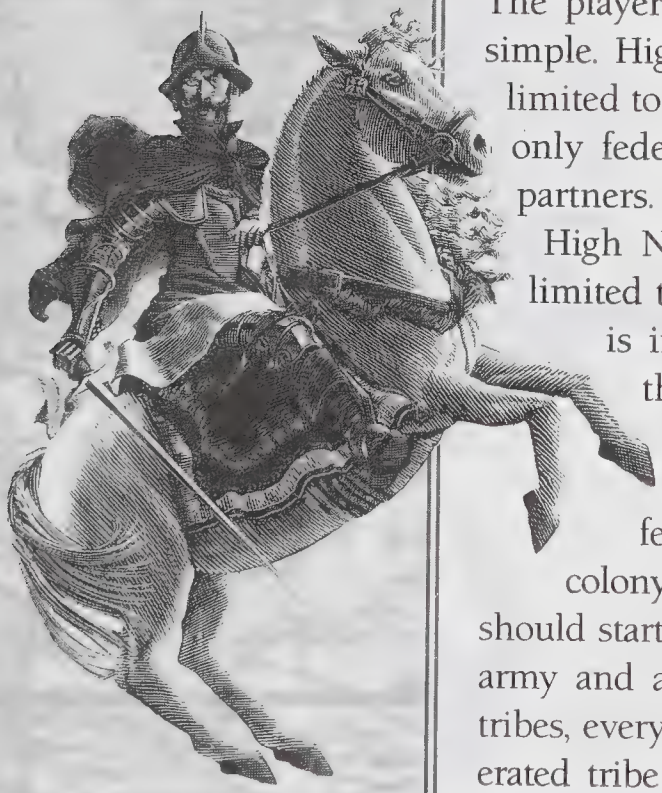
Trade with the Natives

You can trade with natives only if a friendly tribe is within the trading radius of your colony. Friendly natives are found most easily on the lower difficulty level—there aren't many when you're playing Very Hard. This is a strong reason for choosing the Missionary Special Ability, for trade with the natives is the most lucrative trade of all. Native tribes pay 10 gold for each basic commodity, and 33 for goods. Unfortunately, tribe settlements can only trade three units, or 30 gold, at a time.

The prices natives pay stay unchanged when you become independent. By that time, native trade tends to mean very little, and you may well decide to eliminate native raids by getting rid of all tribal settlements in the vicinity.

Overall, native trade has truly big significance only when a colony of yours is just getting on its feet. (See Chapter 2 for further information.)

Trading as High Native



The player who chooses High Native will find trade very simple. High Natives have no mother country, so trade is limited to friendly native tribes and other players. Of these, only federated native tribes can count as stable trading partners.

High Native trade with friendly or federated tribes is limited to 30 gold, or three units, per tribal settlement. It is important to remember that once you've started the task of federating tribes, almost all unfederated tribes are automatically very unfriendly.

Trade with friendly tribes before attempting federation is limited to the trading radius of your colony center. Its role is symbolic at best, since you should start federating tribes as soon as you've got one strong army and a colony garrison. Once you've started federating tribes, every colony of yours can trade with any friendly, federated tribe regardless of its location. By turn 50, you may find yourself getting as much as 500 gold per colony per turn! This makes the Miser an especially attractive special ability for the High Native player, especially when you consider the excellent production of High Native gold mines and the fact you don't pay tax.

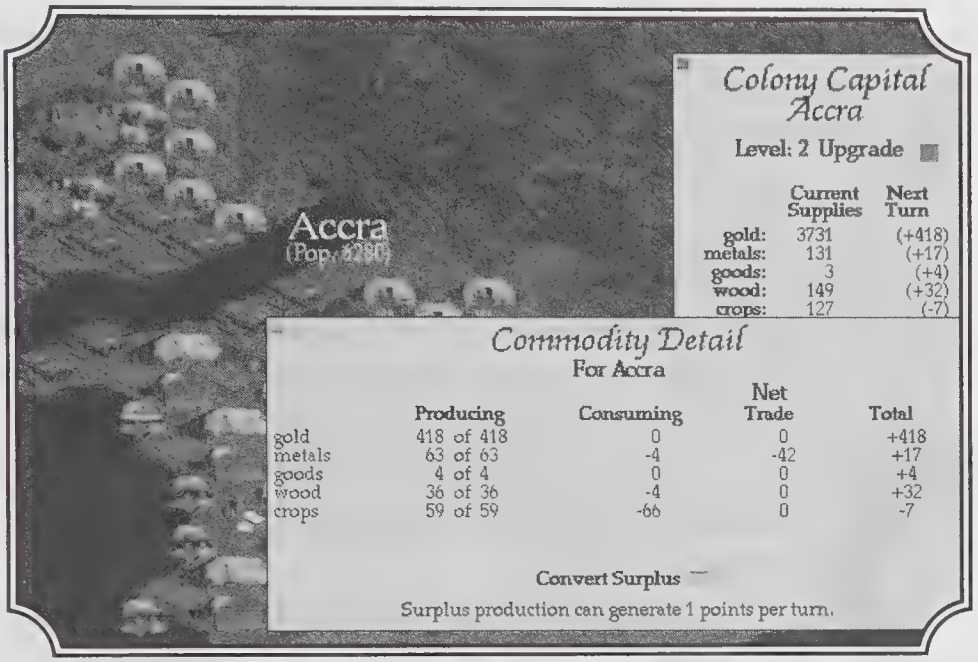


FIGURE 7-5. High Natives tend to quickly accumulate lots of gold, making the Miser an attractive special ability.

Native tribes trading with High Native colonies pay 10 gold per crate of any basic commodity, and 33 gold for a crate of goods. Since you can trade with a federated tribe regardless of its location, this creates an excellent opportunity to make lots of gold.

Since the High Native player does not require goods for upgrades or recruitment of units, goods are simply an excellent moneymaker. When playing High Native, make a point of setting up a manufacturing industry!

The High Native Trading Advantage

High Natives have one special trading advantage over the Europeans. This is the ability to capitalize on the prices Europeans receive from their mother country, and the fact that Europeans can only trade small quantities directly with the native tribes.

Since the High Native player can trade with 10 or more tribes throughout the game, 30 and more crates can be traded at any one time. All of them are traded on the best terms possible—10 gold for basic commodities, 33 for goods, and immediate payment.

Computer players, as well as human opponents, eagerly sell commodities if they perceive the offered deal is a good one. A High Native player who offers to buy goods at a better price than the mother country can count on ready acceptance of all trade offers. The obtained goods can then be resold to native tribes at 100 percent profit.

For example: You have negotiated the delivery of a crate of goods for 18 gold. You receive 33 gold for the goods from native tribes, thus making a profit of 15 gold on a crate. A European player gets 15 gold from the mother country for a crate of goods, but must subtract the manufacturing cost—with High Native, it's clear profit.

Similar opportunities exist for the basic commodities, but since the profit margin is much smaller, they are not usually worth the bother.

Trade with Computer Players

The computer opponents you meet in *Conquest* are guided by simple motives. If a deal appears to be good, they'll take it, provided they have a surplus.

To the computer player, any deal offering better terms than the mother

country is a good deal. They are incapable of turning down 20 gold for a crate of goods, and the High Native player can make a lot of gold in these circumstances. Computer players will also offer commodities for sale if they have no use for them. The terms of these deals are attractive only if you genuinely need the offered commodities. Buy offers, where the computer player wants to acquire commodities from you, aren't especially good either. Since you just may be helping your opponents with recruiting an army and upgrades, you should consider carefully whether it isn't safer to sell your wares to the mother country.

Multiplayer Trade

In multiplayer games of *Conquest*, trade between human players is almost always an extension of their politics. You won't trade metals to an enemy when they'll be used to equip new military units. However, you may well consider supplying an ally with needed commodities at no charge if that ally is in bad trouble.

The only times interplayer trade occurs out of necessity is when one player is genuinely short of a commodity, and there's a time factor involved. No other situations necessitate paying with gold for something anyone can produce, given enough time. The prices you can ask in those instances are limited by the price charged by the mother country; you certainly can't charge more than that, and usually will only complete trades if your prices are distinctly competitive.

If you find yourself in a situation where you're the buyer, make buy offers to as many other players as possible, varying your asking price. This way, you can make sure you take advantage of the best deal possible in that turn.

As a rule, it's useful to form some kind of a trade pact

as early as possible. If your game involves you and a single friend, you should consider setting up a pact to achieve supremacy over the computer players. In network games, a trade pact is an urgent necessity. Others are sure to enter into very comfortable trade agreements. As you'll find out, trade agreements make life much easier, and you should seek out an ally as soon as you can.

Finances

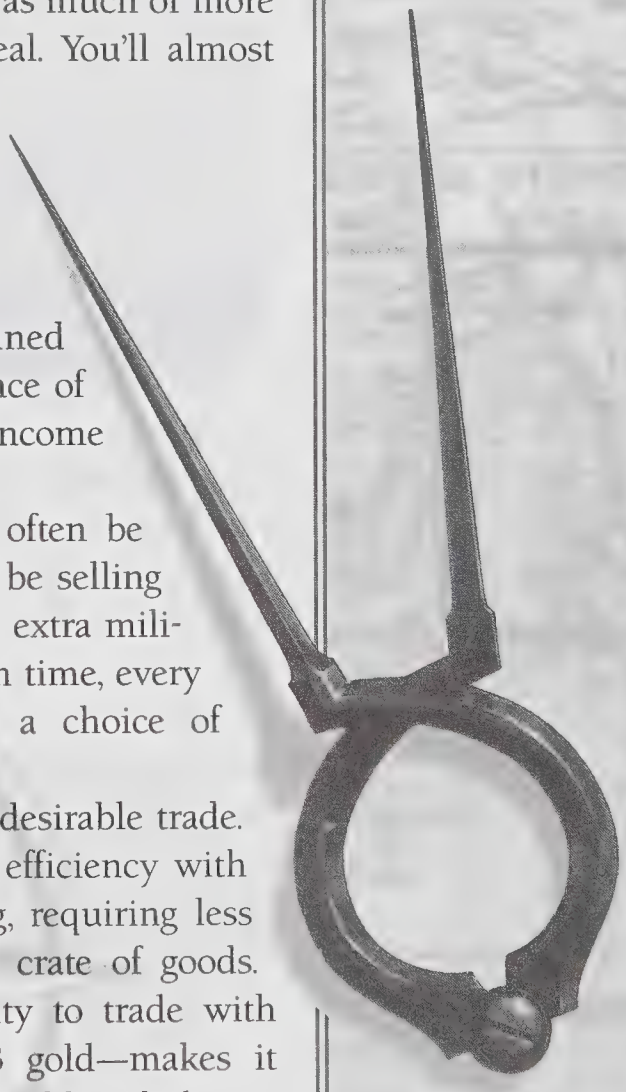
Good financial management is a must in every victorious game of *Conquest*. A very healthy treasury is a prerequisite of conducting military research, which in turn is almost a prerequisite of independence.

The importance of your state's finances increases when you become independent. True, you won't pay taxes, but your newfound freedom is likely to lead to many expensive military adventures. In the endgame, after everything's been explored and most if not all of the players are independent, there are only two broad strategies to follow. One is amassing extra points through economic development, the second is war. You have to be in a comfortable position to take the first road, so war is usually an obligatory prelude even to peaceful competition.

Since the economic engines of your rivals run at top speed in the late stages of *Conquest*, your military expenditures will often be matched turn for turn. Before you get there, however, you'll have to deal with numerous financial problems as you start and develop your colonies and build up an empire.

Income

Your income is derived from several different sources. As a rule, trade supplies most of the gold; gold mines come second; and finally, some income is derived from raiding foreign colonies. This last option can cost you as much or more than any commodities you manage to steal. You'll almost always pay a price in lost military units that have to be replaced!



Trade

Conquest's trade mechanism is explained above. This section describes the importance of each type of commodity in terms of the income it can bring you.

At the beginning of the game, you'll often be forced to get gold any way you can. You'll be selling off meager surpluses in order to recruit an extra military unit. This situation is temporary—with time, every colony grows big enough to offer you a choice of approaches.

Without question, goods are the most desirable trade. Your manufacturing makes great leaps in efficiency with every upgrade of your commerce building, requiring less and less raw materials to manufacture a crate of goods. However, goods aren't the best commodity to trade with native tribes, as the price per crate—33 gold—makes it impossible to trade with a single tribe (30 gold trade limit), and always results in some forfeited doubloons because of the odd ending. When you're trading with natives, basic commodities are the way to go.

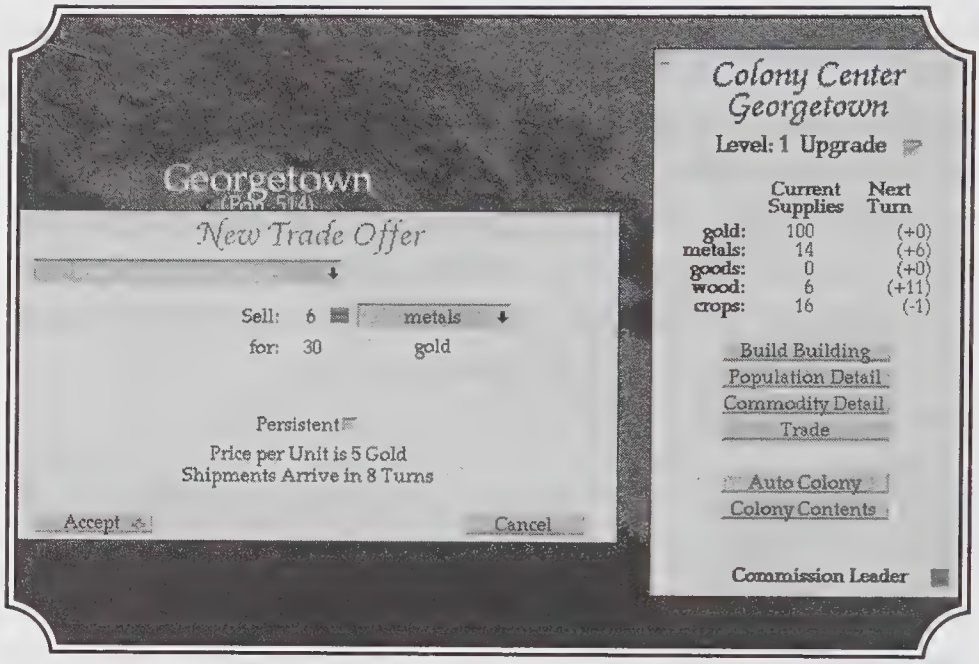


Fig. 8-5: Trade is the source of wealth in *Conquest's* economic engine. Take care to coordinate sales of commodities with your colony's development.

Gold mines are the most comfortable means of ensuring full treasury coffers. Gold is not that easy to find, but you still should find some. See above for a fuller explanation of gold, but it bears repeating that gold mines are your only sure source of income (and even they can be destroyed by a raid).

The trade picture improves sharply after independence. If you have multiple colonies, you'll be rolling in gold, and spending it almost as fast. Twenty-five gold for a crate of goods and eight gold for a crate of any other commodity is a lot of money! The absence of taxation means that you can quickly accumulate thousands of gold pieces. If you're playing a long game of *Conquest*, Miser is a very attractive special ability, particularly since it's cheap—half the cost of Colonist and a third of Conqueror or Cartographer.

Gold Mines

Gold mines are fairly expensive to build (the same amount of wood builds two farms), labor-intensive (enough labor to fill two metal mines), and fairly difficult to site. Still, even a few gold mines can save you from disaster during a long war of independence, when no trade with the mother country takes place.

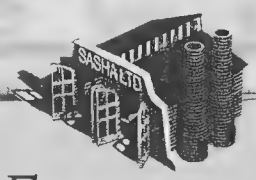
As mentioned earlier, you should refrain from building gold mines until your colony has enough building materials to continue growing. As a rule, don't build any until you've upgraded the colony center to Level 2. If you have good gold mine sites (spots where the negative bonus does not exceed 50 percent) with your colony center at Level 1, you're bound to have better ones with the center at Level 2. Build a metal mine to speed up the upgrade and demolish it rather than constructing a gold mine.

Plunder

You can also derive some questionable income from raiding foreign colonies. The income is questionable not because of the way you get it—all is fair in love, war, and games—but because it may involve expenditures that are bigger than the gain.

Expenditures

The demands made on your treasury fall into two main categories: Those you make yourself, and those beyond your control. The latter consist of taxes meted out by your mother country and demands for tribute made by opponents in multiplayer games (at the time this writing, the computer player does not demand tribute).



Economy

You can count on capturing large stocks of commodities when you take a colony controlled by the computer. The computer player invariably builds up a large hoard worth plenty of gold. Human opponents tend to do the reverse, at least until their colonies are extremely well developed. Don't count on easy pickings there!

The Mother of All Taxes

Your mother country, like any mother or any country, demands that you pay a share of your fortune into the family coffers. This share gets bigger as time goes on; also, you are asked to pay it more and more frequently.

The amount you are asked to pay depends to an extent on the difficulty level you chose, and on the population of your colonial empire. The formula uses a special modifier that is calculated as follows: (difficulty Level 2) x 20. The difficulty level ranges from 0 to 4 (for Very Hard).

The modifier is then used in the tax formula: tax amount = (modifier x tax rate) x total population/400. The tax rate is expressed as a certain percentage, and the result is the number of gold pieces you are asked to pay. The tax rate starts at a couple of percentage points, and it has a 50/50 chance of randomly increasing by one percent from turn to turn, to a maximum of 25 percent.

What really matters is that as the population of your colonies grows, so do the taxes. They also get increasingly frequent. Initially, you are taxed every three years, or three game turns. After 50 turns, it's every two years; after a 100 turns, you are taxed annually, and it increasingly feels like it, too.

The tax drops to 20 percent of its former amount when you form a commonwealth with the mother country, and it ceases to exist when you become independent.

Tribute

Many millenniums ago, demanding tribute was a good way of keeping everyone in their place. *Conquest* has a similar mechanism.

Tribute is a very effective weapon in your foreign policy in a multiplayer game. However, it should never be regarded just as income; it should be used as a means of forcing someone to do something rather than as a means for monetary gain. For this reason, it is discussed in Chapter 6.

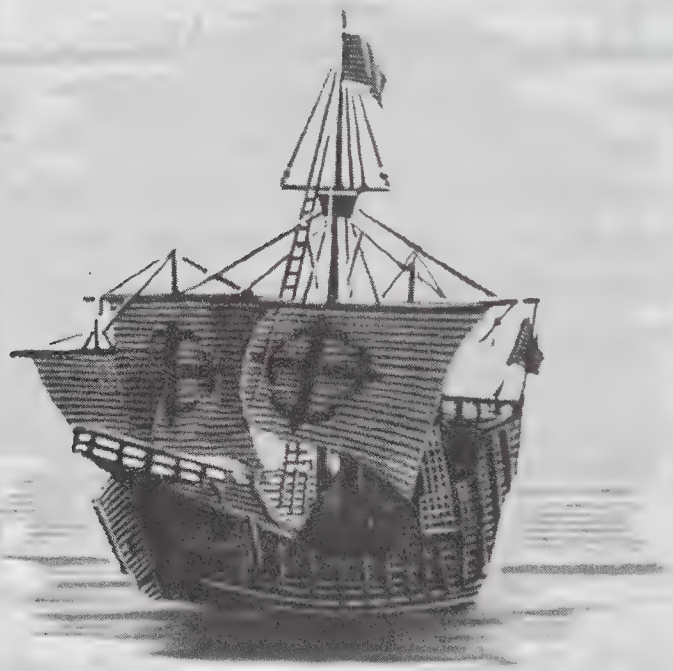
In multiplayer games, the Pay Tribute option is a very effective way of transferring funds between allied players. Similarly, you can use the Demand Tribute feature to remind a forgetful ally of his or her dues.

In other words, you shouldn't mind setting up alliances where you are guaranteed something in return for gold. When regarded in these terms, tribute is your form of foreign aid.

At time of writing, demands for tribute from the computer player will invariably meet with a flat rejection. Also, the computer player does not ask for tribute, although that may change with a future patch.

Multiplayer

You may be occasionally asked to pay tribute by a human opponent. Unless the blackmailer has an invincible army next to your colony, refuse. It takes a lot of effort to start a war, and you have time to quickly form an alliance and strengthen your military. Remember that blackmailers always return for more!



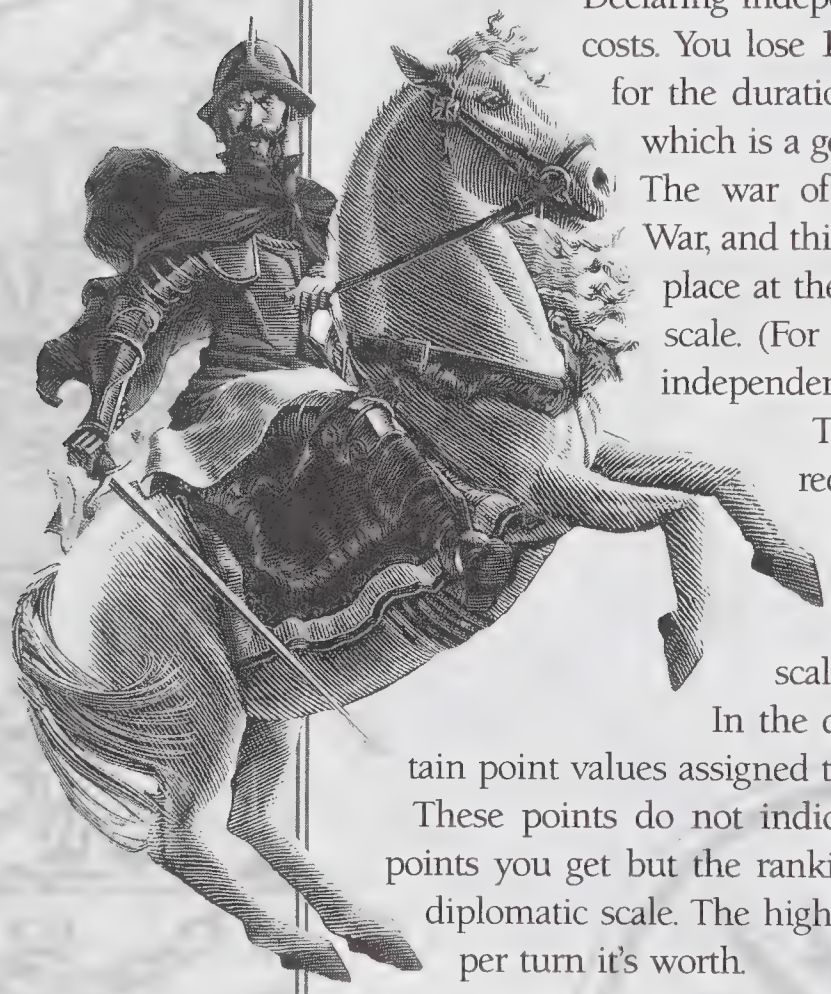
Chapter Six
The Politics of Conquest

POLITICS ARE AN IMPORTANT PART of *Conquest*. From the very start, the state of your relations with the mother country determines a significant part of your Victory point total. After you become independent and thus responsible for your own foreign policy, the points made or lost through politics can decide victory.

The Importance of Being Liked

Each turn, you can collect a significant number of points—if only you're liked well enough. As long as you remain in subservience to the mother country, your

relations with other players don't matter a whit to your score—mother dictates policy, but also takes the responsibility for unpleasant actions.



Declaring independence is not without political costs. You lose 10 Diplomacy points every turn for the duration of the war of independence, which is a good reason to get it over quickly. The war of independence equals All-Out War, and this type of relationship occupies a place at the very bottom of the diplomatic scale. (For more details about the war of independence, see Chapter 7.)

The Diplomacy points you receive are directly tied to your Diplomatic relationships. The relationship with your mother country is judged on the same scale as postindependence relations. In the diplomacy panel, you'll see certain point values assigned to various types of relationships. These points do not indicate the number of Diplomacy points you get but the ranking of your relationship on the diplomatic scale. The higher the ranking, the more points per turn it's worth.

- Alliance/Totally Loyal (8): 10 points per turn
- Defense Treaty/Loyal (7): 8 points per turn
- Nonaggression/Happy (6): 5 points per turn
- Understanding/Satisfied (5): 3 points per turn
- Neutral/Neutral (4): 0 points per turn
- Hostile/Unhappy (3): -3 points per turn
- Belligerent/Rebellious (2): -5 points per turn
- War/Independent (1): -8 points per turn
- All-Out War/Liberty or Die (0): -10 points per turn

Independent Relations

With independence, all your diplomatic relations (including those with your mother country) switch to neutral. You receive a bonus of 1,000 Diplomacy points, which compensates you for the losses incurred during the war, and then some. However, from this moment on you have to actively cultivate good relations with the other players.

This is important, for if everyone likes you, you can make a lot of points. A couple of alliances will yield 20 victory points per turn, as long as they remain in force. Do not expect the computer players to behave like true allies, however.

Strategy

If you're sending both saboteurs and spies out on the same turn, send saboteurs first and you'll spend less gold. Remember, if you can only wait a turn, you'll be able to take advantage of new, reduced prices!

Spying and Backstabbing

Spying is an established brand of diplomacy. *Conquest* gives you the opportunity to use spies as well as saboteurs to further your aims.

Saboteurs attempt to destroy a given target, be it a military unit or a building. They are fairly pricey—50 gold for your first saboteur in any given turn, then 100 for the second one, 200 for the third one, 400 for the fourth—you get the idea: It grows as it goes. Since saboteurs do not succeed often, they are a rather costly enterprise, out of proportion to the effect that may be achieved by dynamiting a tavern or a mill. Blowing up a Level 4 fort is certainly worth your while, especially if it's a colony's only one; but given the money you have to spend on sabotage, it's better to field an army and save the money.

Spies are a much more attractive proposition. Their cost is 2 percent, or $^1/_{50}$, of the cost of a saboteur. The prices for both rise concurrently—if you hire a spy and then decide to get a blow-up artist as well, you'll pay a 100 gold, since he's the second shady character you're getting.

The spies you send out have two hurdles to jump. They must infiltrate the target before they can carry out their orders, and they can get caught or killed each time. A killed spy means wasted gold; a captured spy means not only lost gold, but also the enemy's knowledge of who is behind the spying.

Both spies and saboteurs can be sent after specific targets. The only targets truly worthy of sabotage are forts. Since sabotaging anything is usually time-sensitive

(whatever is destroyed can be rebuilt quickly), you want to make sure the job's done on the turn you want it done. Send two or three saboteurs, even though it's expensive.

You may also want to send saboteurs in specific circumstances. Sabotaging an opponent's housing on a massive scale, just before the end of the game, is a good move if your opponent has the Colonist Special Ability, and there are just a few points between the two of you. Destroying forts and gold mines can cause trouble if the affected party is fighting a serious war (such as the war of independence). As a rule, however, the bang is not worth the buck.

In contrast, spies are worth the money. Information on a colony's garrison is vital to an attack's chances of success—even though you are just told how many units of what kind are there, and not their level. You can make an educated guess about unit levels based on the level of the fort(s) in the colony.

Likewise, a quick check of another player's stockpiles may give you an idea of what price to ask for your wares, especially if you've also taken the trouble to spy on production. Spying on population seems unrewarding, but actually it gives you a detailed breakdown of the population figures including labor requirements and immigration. A foreign colony that looks terribly strong sometimes turns out to be a colossus with legs of clay!

Politics

It is good to check on the stocks of a rival before offering a trade in a multiplayer game. Also, it's always worthwhile to get information on the size of a colony's defense before attacking, both in solitaire and multiplayer games.

Multiplayer

Humans react very sharply to saboteurs, and you may start a war if you're not careful. Computer players are much more tolerant.

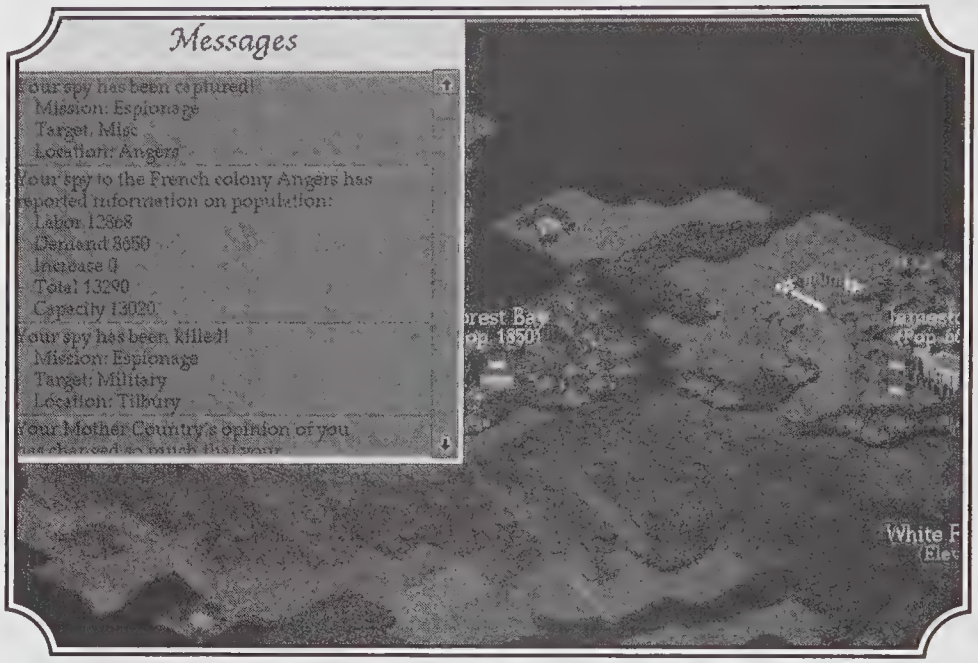


Figure 1-6. Spying is cheap, and as a rule doesn't make anyone really angry in both solitaire and multiplayer games. Sabotage is much more costly.

If successful, your spy will supply information on a given target. The most rewarding info concerns production (how much of each commodity is being produced each turn) and stockpiles (if you're into raiding, it's a good recon tactic). Unfortunately, although spying on military targets sounds great, all you get is the number of military units of each type—infantry, cavalry, artillery. The spy does not give you the all-important information about the units' levels, so the number of units means little. Eight Level 4 units are much more lethal than Level 2 soldiers!

The Computer Players, or the Unmovables

Conquest has the potential to offer real depth in diplomacy, but it takes a multiplayer game to bring out this quality. At the time of writing, the computer players in *Conquest* have about as much character as tepid rainwater. You may pay them thousands in tribute, but it doesn't touch them. You can offer them excellent trade deals, which they'll eagerly take—but they won't like you one little bit more as a result. Your only profit from maintaining good relations with the computer players are the Diplomacy points. They won't come to your aid when you're in trouble, and they don't care if you come to theirs. They are untouched and unmoved by anything you do, save for naked aggression and sabotage. Even then, they suffer from amnesia after several turns have passed—your knavery has no long-lasting effects.

The computer players resemble sharks. While they're very good at managing their own courtyard, they're big, strong, and rather stupid. Once they've become independent, they grow really powerful, and when they see something they like next door, they'll try to take it. If it's farther away, they'll try to destroy it.

As a rule, computer players will try to persistently improve relations, little by little. This lukewarm policy changes if the AI thinks you're botching your job as an Empire ruler. Strong armies may be sent to pillage and capture your colonies, and if you're very weak in the military department, you could have problems.

NOTE

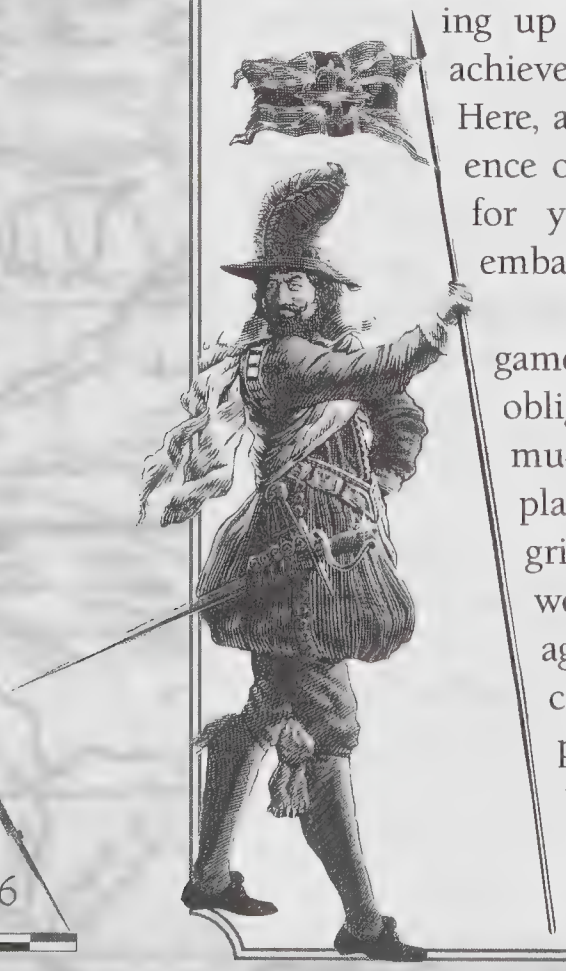
At one point in development, the gameplay in *Conquest* was fairly mild; a player could coast along to a conclusion. Then the AI received a strong shot of hormones, after which the computer players started declaring independence (an unforeseen development) and generally throwing their weight around.

This is somewhat unlikely, as anyone who has won a war of independence must have some good troops. Let the computer players attack. Usually, a series of swift defeats brings about a change of attitude in the AI. If you refrain from attacking, the relations will start improving again.

The Real Thing

Diplomacy becomes real the moment real people step into the arena. Your first aim is to forge an informal alliance with another player. Informal, because you don't have much say in the official status of things—it's still up to mother.

You should cultivate good relations with other players throughout the initial period of *Conquest*. You'll have your hands full dealing with nasty natives and building up your colonies, and you also want to achieve independence as quickly as possible. Here, a good ally can be invaluable. The presence of a player who is prepared to pay well for your commodities renders the trade embargo null and void.



Bear in mind that, unlike in solitaire games, you'll be expected to live up to your obligations. The war of independence is a much more dangerous enterprise in multiplayer games! Your progress will be hungrily watched by your rivals; if it appears weak, you may have to face additional aggression as another player attempts to capture one of your colonies. The multiplayer war of independence calls for much more careful preparations than in solitary games, and this in spite of all

the opportunities to evade the trade embargo.

If you are well prepared, you need fear nothing. It's imprudent to start a rumble with someone who has spent the last 20 turns arming to the teeth.

The World War in Conquest

As a rule, humans aim at achieving independence within the shortest possible time. The typical pattern is a period of vigorous expansion followed by consolidation and arming of the new colonies. The appearance of a War College in a human-owned colony indicates that independence day is not far away, usually 20 turns at most.

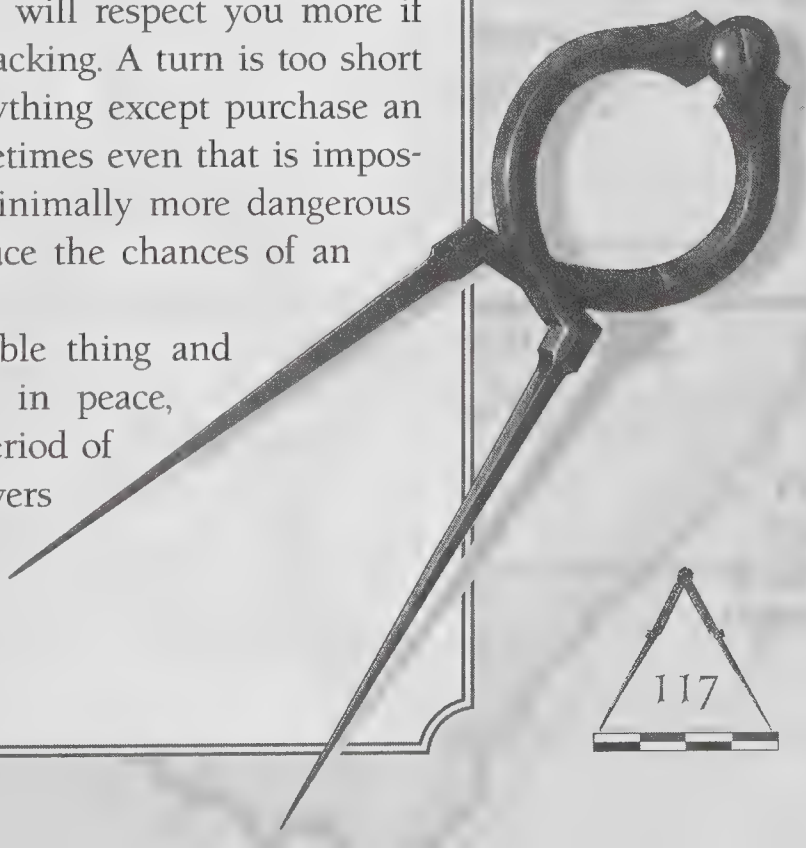
If you have gained independence before other rivals, you enjoy a great advantage. You should treat other newly emerged nations as a hawk treats freshly hatched chicks. Quite often, the newly independent human opponent neglects his or her victorious armies for many turns, possibly convinced of their invincibility. This presents a good opportunity to fight a short and very rewarding war.

As a rule, human opponents will respect you more if you declare war a turn before attacking. A turn is too short a time for the defender to do anything except purchase an extra unit in every fort, and sometimes even that is impossible. You will have to fight a minimally more dangerous war, but you'll substantially reduce the chances of an alliance aimed against you.

If everyone does the honorable thing and leaves newly emergent nations in peace, independence is followed by a period of peace during which all the players build up their colonies. The first armed conflict often starts over one of the really

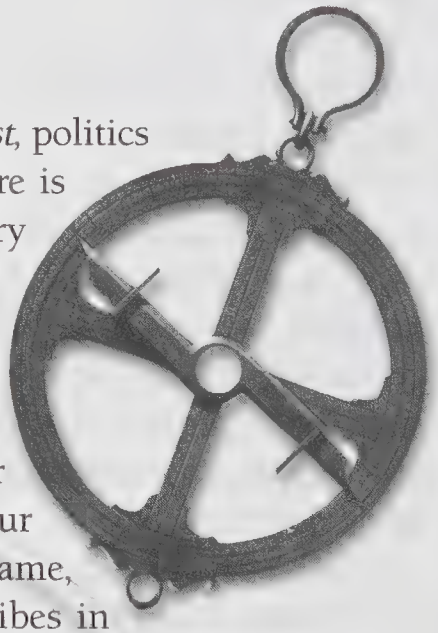
Politics

Try to ensure the support of an ally before everyone starts fighting in earnest. Remember that someone slightly weaker than you makes the best ally.



good colony sites still left (humans tend to pick the best sites with much greater accuracy than the computer). Thereafter, things progress quickly. In the space of a few turns, you may become more of a medieval warlord than an enlightened revolutionary.

High Natives, or Musket Diplomacy



Like many other areas of *Conquest*, politics are different for High Native. There is no mother country to worry about—and at the start, it will be quite lonely without a mother. Playing as High Native, you will not receive the points Europeans collect each turn for paying their taxes. This will seriously affect your ranking in the beginning of the game, but don't panic. If there are 50 tribes in your game, that means 2,500 potential Victory points; you receive 50 points for federating each tribal village. Although some of them are invariably destroyed by the Europeans before you can prevent it, you certainly can earn as many points federating as the Europeans do when they become independent.

The High Native War College is very inexpensive to build—virtually any medium-sized colony can afford one. The costs of military research are the same as for the Europeans; however, since you have only leaders, infantry and cavalry, you'll make progress faster. You'll also be considerably helped by the high productivity of your gold

mines and the simplicity of the trading system.

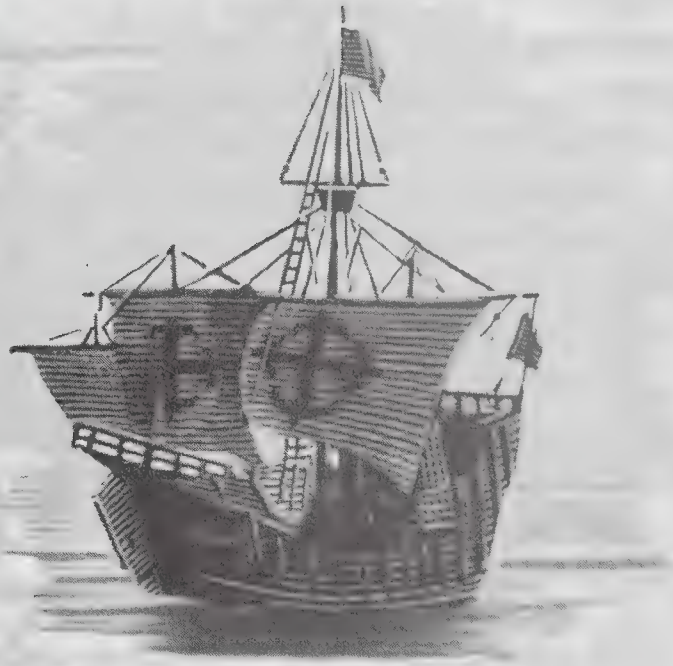
No Diplomacy points also means no diplomatic restraints. Although you are forced to concentrate on the task of federating the native tribes for many turns, your persistence will be finally rewarded with a strong power base. You should immediately begin operations against selected Europeans.

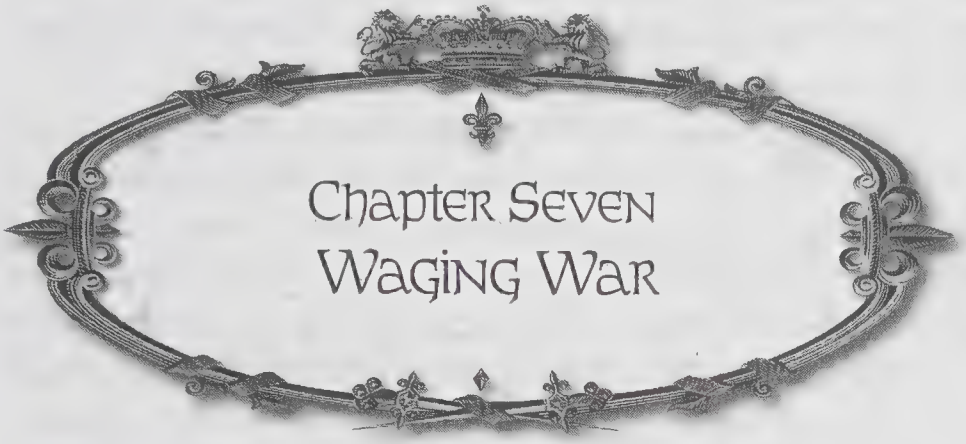
If the European players seem too strong to tackle head on, you should attempt to divide first and rule afterward. Become an active player on the diplomatic scene; you want European players to seek your assistance in their wars. High Native armies cannot capture European colonies—they destroy them—and if you're lucky, your newfound ally will forget this. One way or another, you should take this opportunity to raze as many European colonies as you can. Then it's time to take your gloves off.

The campaign against the Europeans is very long and hard, and you'll find the assistance of a European army invaluable. A weaker player might jump at the chance to move past others, especially since you invariably have lots of gold. Be generous.

Multiplayer

It's good to find a turncoat European in a multiplayer game and form an alliance against the rest of the New World.





Chapter Seven
Waging War

War is part of reality in *Conquest*. The peaceful player may choose the Pacifist and Missionary Special Abilities, and generally shirk from any kind of conflict, but that policy is no guarantee of peace. In any case, it's difficult to follow a peaceful policy when subject to the political whims of one's mother country, and mother countries in *Conquest* like war. It's common to establish diplomatic relations with another player only to discover there's one more war to worry about.

Choosing High Native, you automatically commit yourself to carnage on a large scale—if you want to win, that is. Your only option is to federate all natives in a powerful union whose combined military might can defeat all the Europeans. You may choose to spare a couple of European colonies so that you have an extra partner to trade with

(remember, High Natives have no mother country), but you are committed to a long series of confrontations on the battlefield one way or another.

The player who chooses to play as one of the European powers is forced, at some point, to declare independence. Remaining a colonial extension of the mother country rather than becoming an independent nation is only an option in short games (100 turns at the very, very most). Since becoming independent means fighting a victorious war of independence against a particularly dangerous enemy, there is no way in which you can win a game while avoiding war.

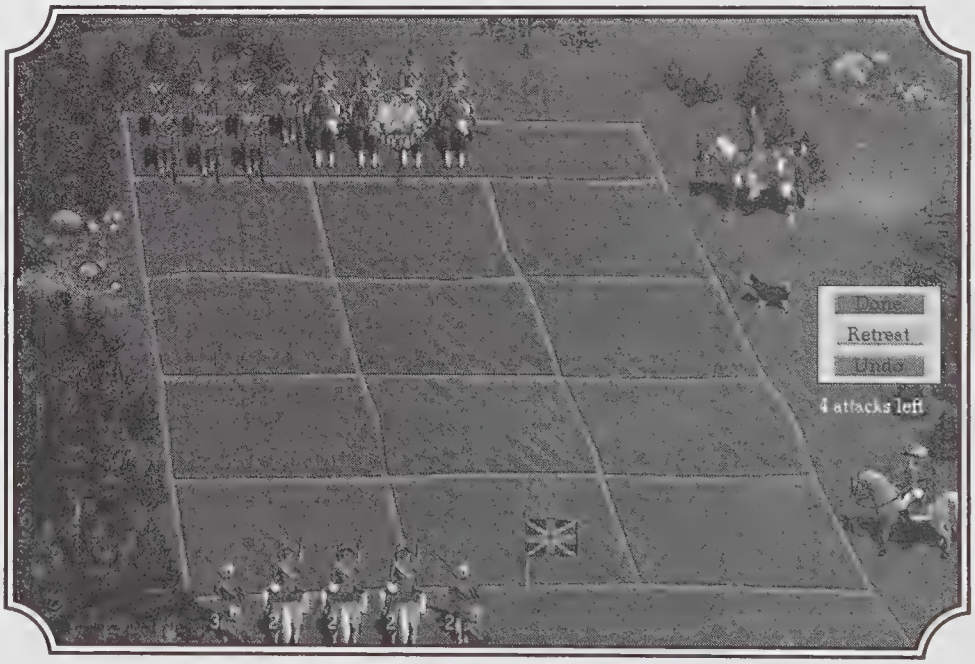


Figure 1-7. War is part of Conquest. Given good leadership, your armies can defeat much stronger forces.

The war in *Conquest* is waged with military units—ships of Level 2 or better and land units. Ship-to-ship combat is resolved by the computer; however, land battles can and should be fought by you—the player. This is because the military model in *Conquest* has a very valuable characteristic: The best army wins, quite literally. When you

become skilled at forming, managing, and leading armies in battle, you can comfortably expect to win against forces bigger than your own.

This chapter is all about becoming the Napoleon of *Conquest.*

The Means

Conquest of the New World gives you an opportunity to form fleets as well as land armies. The relative importance of your land and sea forces is determined by the lay of the land, or the number of continents in your game world. If you happen to be conquering one very large continent, your navy's role is obviously somewhat reduced. However, ships stay useful even when the ocean waters in your game world are limited to the edge of the map. They are super-efficient at transporting armies to and fro, and where there are troop transports, there are also intercepting warships.

All this being said, land units are more important than ships. Ships are sometimes a mere convenience; a land army is essential not only to win but to stay in the game.

Strategy

The computer player is particularly aggressive at sea. Watch out for warships attacking your vessels from under the cover of unexplored waters!

Land Units

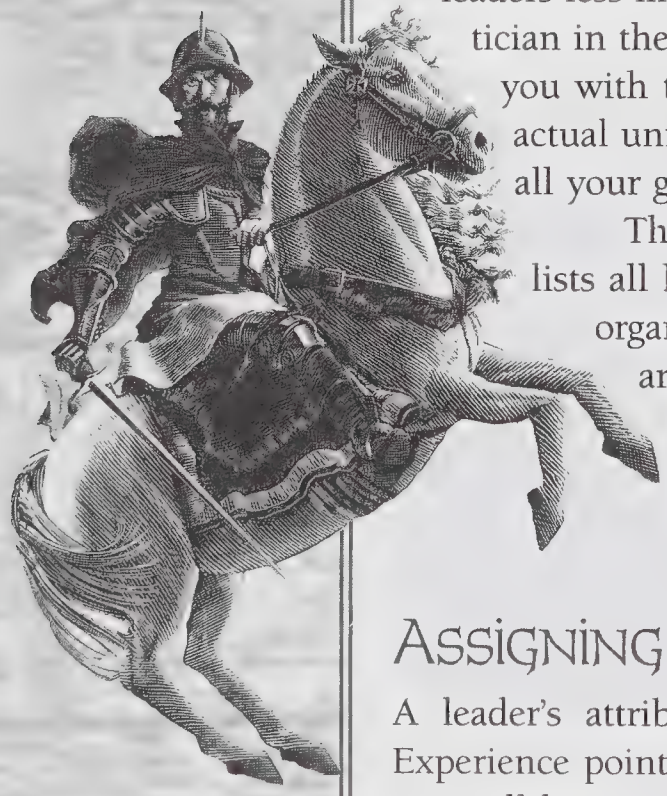
There are three types of military units in *Conquest:* leaders, soldiers, and colony militia. The friendly natives who sometimes appear, gun in hand, to support you belong to the same type as the militia: they are summoned by the computer under specific circumstances.

The colony militia and natives appear only on *Conquest*'s battle screen—you don't ever see them in the game world.

Leaders

Leaders do not lead your troops in battle. They organize your military units into armies, and represent those armies in the game world. They also give each army its specific attributes—the distance it can march, how many times per turn it can attack in battle, and how feared it is by the enemy. You, and only you, actually command the troops in battle, issuing movement and attack orders.

Do not think for one moment that the above makes leaders less important. You may be the most brilliant tactician in the world, but if your leader does not provide you with the means to execute your talents—that is, actual units to command plus a number of attacks—all your genius will amount to nothing.



The information displayed on a leader's panel lists all his attributes. The number of units he can organize and the number of attacks he permits are the most important. After that comes the amount of Movement points the leader has (including Movement bonus, if any), his charisma, and his reputation.

Assigning Experience Points

A leader's attributes are determined by the number of Experience points he has. Upon recruiting your first leader, you will be given a choice of areas that you want strengthened. Every leader comes with the automatic ability to command five units and execute three attacks per turn. Two Experience points will add an extra unit under the leader's command, and five Experience points will add an extra attack—allocate Experience points as you see fit.

The number of Experience points a leader comes with increases with the leader's level. A Level 1 leader comes with eight points, Level 2 with 16 points, Level 3 with 24, and Level 4 with 32 points. All these values apply to European leaders; High Native leaders come better endowed. A Level 1 High Native leader comes with 16 points, Level 2 with 32 points. The difference doesn't end there. All High Native leaders come with four attacks and the ability to organize eight units, which is better than a Level 1 European leader with all his points assigned.

The first area you should tackle is the leader's number of attacks. Three attacks per turn are woefully inadequate. You should always increase the leader's number of attacks first, keeping in mind that five constitute a minimum.

The minimum number of units in an effective army is seven. Because the leader's ability to organize extra units costs only two Experience points each, you can count on increasing it through battle experience. The size and composition of armies is discussed further below.

You may also use a leader's Experience points to give him better movement or charisma. A Movement bonus is highly recommended for lower-level leaders, who are notoriously slow even if you have the Cartographer Special Ability. Charisma points should be added only if you are satisfied in your leader's ability in all other areas but still have points left over.

Strategy

Do not ever waste your gold on a Level-1 leader. Since upgrading your colony center to Level 2 is a top priority, you won't have to wait long before being able to recruit a Level 2 leader. A Level 1 leader cannot have more than four attacks to start with!

The list below details the recommended allocation of Experience points for leaders at all four levels.

- European Leaders
- Level 1 Leader: 6 units, 4 attacks
- Level 2 Leader: 8 units, 5 attacks
- Level 3 Leader: 9 units, 6 attacks
- Level 4 Leader: 12 units, 7 attacks
- High Native Leaders
- Level 1 Leader: 10 units, 6 attacks, 1 charisma
- Level 2 Leader: 12 units, 8 attacks, 2 charisma

Note that charisma plays a more important role for High Native leaders than it does for the Europeans, since a charismatic High Native leader can count on military help from friendly tribes. Tribal villages often occur in groups; chances are that after federating the first village, your leader's army will have suffered some losses. It's silly to send damaged units into battle instead of letting them heal, particularly since some of them are usually promoted to a higher level. Send damaged units home, then send your charismatic leader into battle with less than a full complement of units. The vacancies will be filled by volunteers from the newly federated village(s).

Strategy

Do not be afraid to recruit leaders and leave some Experience points unassigned. Usually you can count on getting one or two points without any fuss; this may put an important improvement in the leader's ability within your reach.

Charisma and Reputation

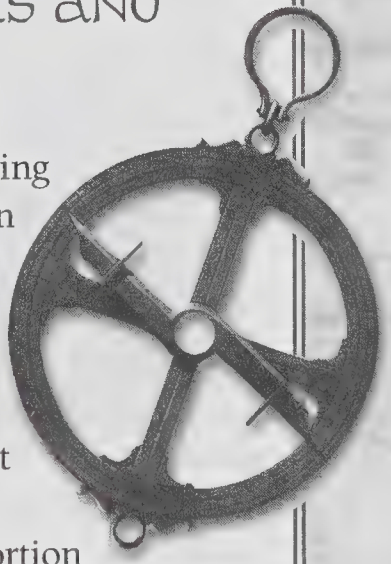
A leader's charisma and reputation are basically two sides of the same coin. Charisma makes troops under the leader's "command" less frightened of the enemy, which makes them more likely to stand their ground when hit. Reputation makes the enemy more frightened, and thus more likely to retreat when hit. A negative reputation—which is only too easy to achieve by retreating from battle—gives enemy troops courage. Note that unlike other leader attributes, a reputation cannot be bought. It is acquired through the course of successful campaigning.

Charisma is of extra use in games that feature friendly native tribes. If your charismatic leader does battle in the neighborhood of a friendly tribe, he may receive armed assistance from the tribe in question—you'll see native infantry and sometimes cavalry appear with your troops on the battlefield (they are distinguished by their yellow numbers).

Strategy

Reputation is more easily achieved when your leader is defending a colony, particularly during the War of Independence.

Winning Experience Points and Unit Promotions



Your leaders gain Experience points by fighting battles. They do not necessarily need to win battles to gain experience; you may often see a leader acquire a point following a retreat if the battle was well fought and resulted in meaningful losses to the enemy. Of course, it's better to win battles, and best of all to capture foreign colonies.

Leaders win Experience points in proportion to the damage incurred by both sides during a single battle. Damage is calculated by counting the number of Hit points

destroyed, a unit's Hit points being equal to its strength (a Level 1, strength 2 unit has two Hit points).

The damage that counts toward a leader's experience is all the damage inflicted on the enemy plus 50 percent of the damage suffered by his own army. If the leader won the battle, this total then receives a 50 percent bonus. This number is then recalculated into Experience points using a rather complicated formula that takes into account the leader's level—higher level leaders will find it more difficult to gain experience—and the experience he has gained already. The more experience a leader has, the more difficult it is for him to advance further.

Units that have suffered damage in a battle may be promoted to a higher level, healing back with one Hit point more—a strength 3, Level 2 unit may become a strength 4, Level 3 unit. Units are chosen for promotion on the basis of intensity of combat (again, a total of the damage that took place during the battle); whether they were victorious is also an important consideration.

It is worth noting that although you cannot recruit units better than Level 4, they may be promoted one level beyond after gaining the necessary experience.

The Invisible Leader

Your troops may fight battles without an assigned leader, but only after an enemy attack. You can direct a military unit or group of units on its/their own to attack the enemy (of course, they also may be attacked in turn). In such situations, your troops are organized by *Conquest*'s "basic" leader, him of three attacks and five units. The same basic leader leads your colony defense if you allow a truly regrettable situation to take place—the colony is without a leader physically present.

Military Units

The armies in *Conquest* consist of cavalry, infantry, and artillery. High Native armies feature cavalry and infantry only.

Each type of military unit has its specific strengths and weaknesses. These are discussed in detail below.

Infantry

Infantry is the cheapest type of military unit available in *Conquest*. Its function is mostly defensive; you should only attack with infantry in conjunction with other types of unit, or because it is the only unit that can attack in a given turn.

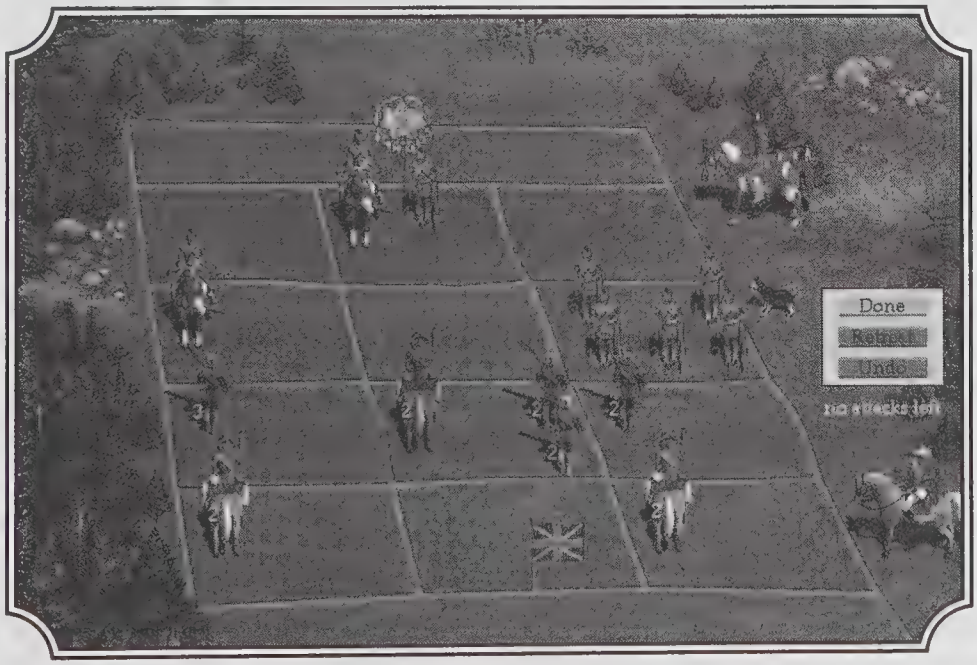


Figure 2-7. Infantry plays an important role on the battlefield by holding your lines against enemy attacks. The light army shown here is fighting the same battle as in the previous illustration.

Infantry forms the basic component of any army. When deciding how many units of infantry to include in an army, keep in mind that *Conquest*'s battlefield is three squares

across. You need at least three infantry units to hold your line!

You should deploy a single infantry unit in each square right at the start of every battle, and order it to advance in a line even if it means stopping a cavalry charge. You may want to wait with your extra infantry till the enemy has moved—then you can place your fourth, fifth, and/or sixth infantry unit on squares belonging to columns that will come under strong enemy pressure. For instance, it may be that your opponent has placed a stronger force opposite your right wing; deploy more infantry on your right wing to counter the threat.

As the battle evolves, and slowly turns in your favor (what else?), your infantry will act as spearheads. Push them forward into any of the two "wing" squares following a successful attack, but exercise caution when advancing in the center: your infantry might come under fire from three sides.

It's best to deploy two infantry units per square. This allows you to add an artillery unit and still leave room for charging cavalry. As your two units of infantry move forward, they can support a double cavalry charge, giving you a total of four attacks from that square.

Since infantry moves one square per turn and can't move at all if chosen to attack, you should exercise particular care in your initial deployment; it's difficult to move infantry between wings and the center.

Level 1 infantry units are very weak, though they are better than none. Try to recruit only Level 2 or higher infantry units. Put any Level 1 infantry you have into armies fighting weaker opponents, such as native tribal settlements, and with some luck they may gain experience, increasing in strength.

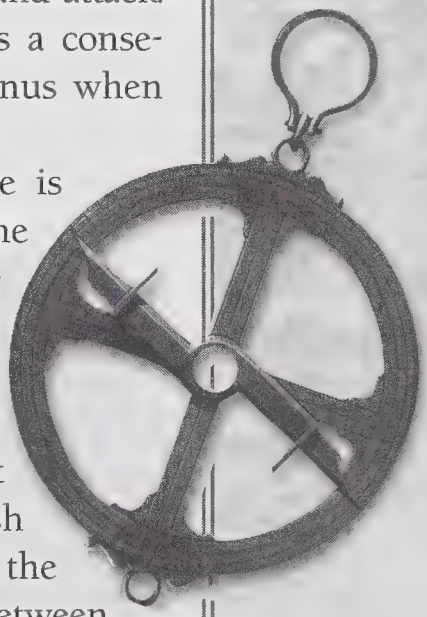
The militia that defends your colony is mostly composed of infantry—four units for a Level 1 colony center, plus one more for each additional level. However, regardless

of the colony center level and the number or levels of forts you have, the militia always consists of frail Level 1 infantry units. You should make a point of including at least one strong, regular infantry unit in every colony garrison, along with the obligatory cavalry.

Infantry is the second slowest military unit in the game world. It's ill-suited for exploring on its own.

Cavalry

Cavalry is *Conquest*'s main offensive unit. It can move two battlefield squares per turn, or move one square and attack. If it hasn't retreated during the previous turn as a consequence of being hit, cavalry enjoys a Charge bonus when attacking following a move.



As long as the number of attacks you have is fewer than the number of units you have on the battlefield, you should always attack with charging cavalry. Move it back next turn, and repeat the charge (supported by infantry).

Its mobility gives cavalry a tremendous advantage on the battlefield. It is the only unit capable of securing a victory through a quick dash for the opponent's flag square (center square of the home row). It can also be moved with ease between wings and center. Cavalry is the second obligatory component of any army. Make sure you include at least two cavalry units in every colony garrison! It's more expensive than infantry, but don't try to save money here.

A classic cavalry tactic is the charge from the wing. If the enemy units defending a wing square have been dealt with, move your cavalry forward and attack the enemy-held center square from the side. Of course, you should always try to support such a flanking attack with a simultaneous attack

in the center. The dream situation is when you can simultaneously attack with cavalry on both flanks, and infantry/artillery/cavalry in the center.

For exactly the same reason, it is quite risky to send your cavalry charging down the center. Being one step or square ahead of infantry, your cavalry will suffer severe losses if the enemy manages to hit it from the front and flanks. The only situation in which you should consider such a course of action is when the opponent's artillery is vulnerable to such a charge and relatively weakly supported by infantry. The effect of a cavalry charge on artillery unprotected by other units is invariably devastating!

Cavalry's main function is to charge, not stand and defend a square (although you may have to resort to that occasionally). Because of that, even a Level 1 cavalry unit is useful; as a rule, it spends less time under enemy fire.

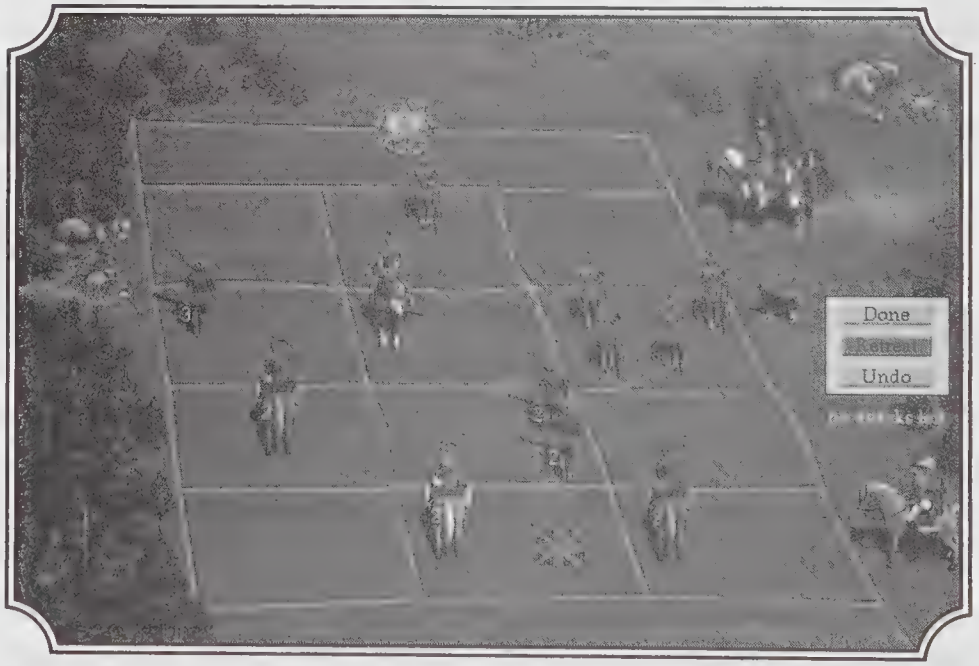


Figure 3-7. Cavalry is most useful when charging. Repeated charges supported by infantry are giving this light army an edge over the stronger computer opponent.

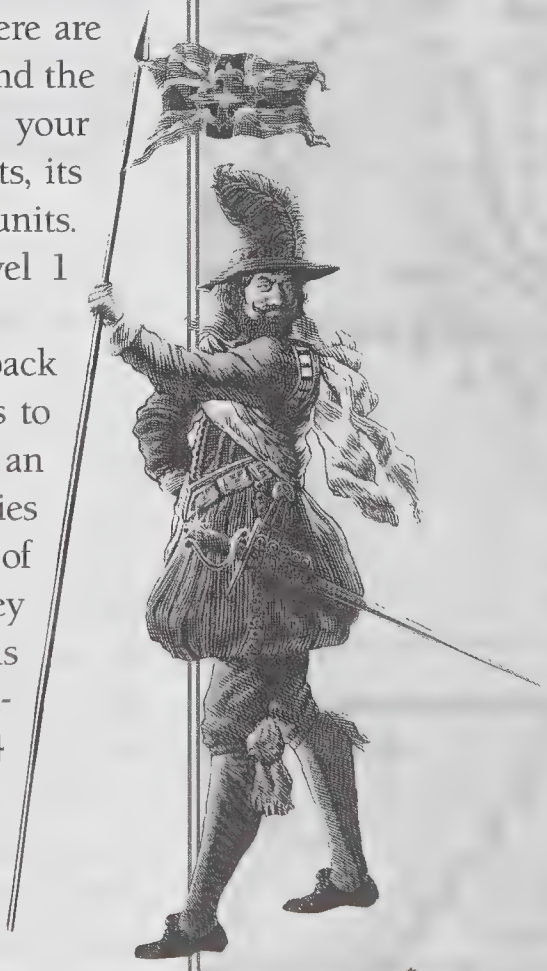
The minimum useful contingent of cavalry in an army is four units. This lets you charge in pairs—two charging cavalry units are much more likely to inflict casualties on the enemy than just one. You should always support cavalry charges with infantry attacks as well as with artillery fire, if it's available.

Being the fastest unit on the world map, cavalry is occasionally useful in exploration. Its mobility also often allows it to escape when ambushed by hostile natives.

Artillery

Artillery is the third type of unit in *Conquest*. There are two kinds of artillery units—the kind you recruit and the artillery that appears on the battlefield when your colony is attacked. If your colony has a fort or forts, its defense will be bolstered by two Level 1 artillery units. If any colony fort is Level 3 or better, three Level 1 units become available.

Unfortunately, Level 1 and 2 artillery units pack little punch, and they have to be grouped in pairs to be of any real help. For that reason, artillery is an optional, not obligatory, choice when organizing armies in the opening stages of *Conquest*. As a rule, armies of less than nine units fare better in combat when they include extra cavalry/infantry instead of artillery. This changes somewhat after you are capable of producing very strong units—even a single Level 4 artillery is capable of doing meaningful damage to the enemy all by itself, and it's very effective when part of a combined-arms attack.



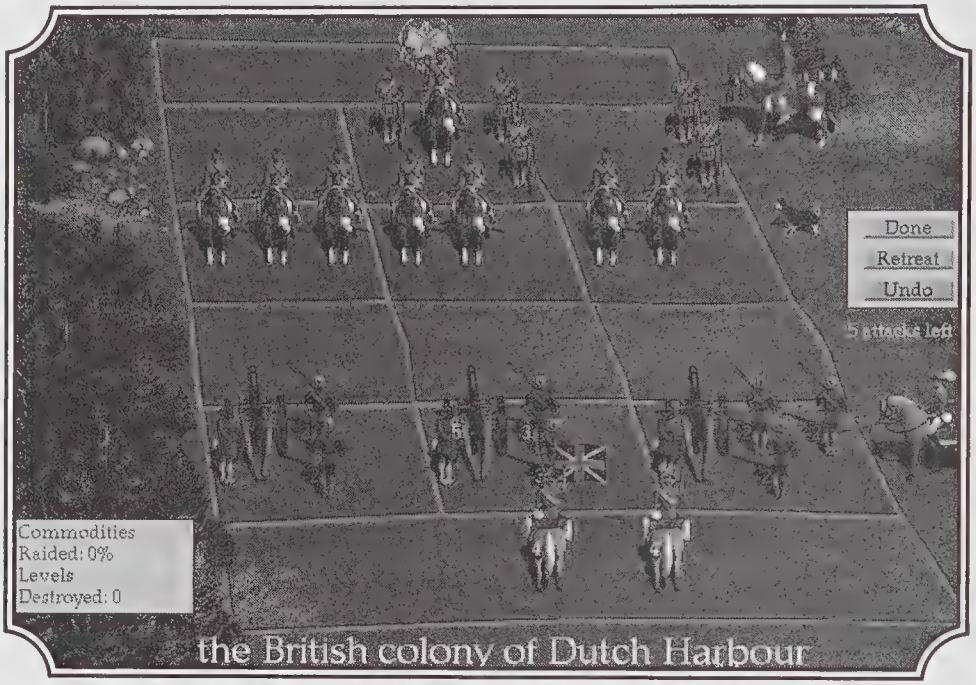
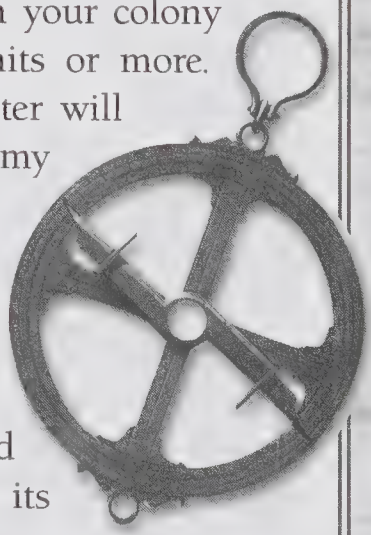


FIGURE 4-7. Artillery is an important component of your colony defense. Here, a colony deploys its garrison in a classic defensive formation.

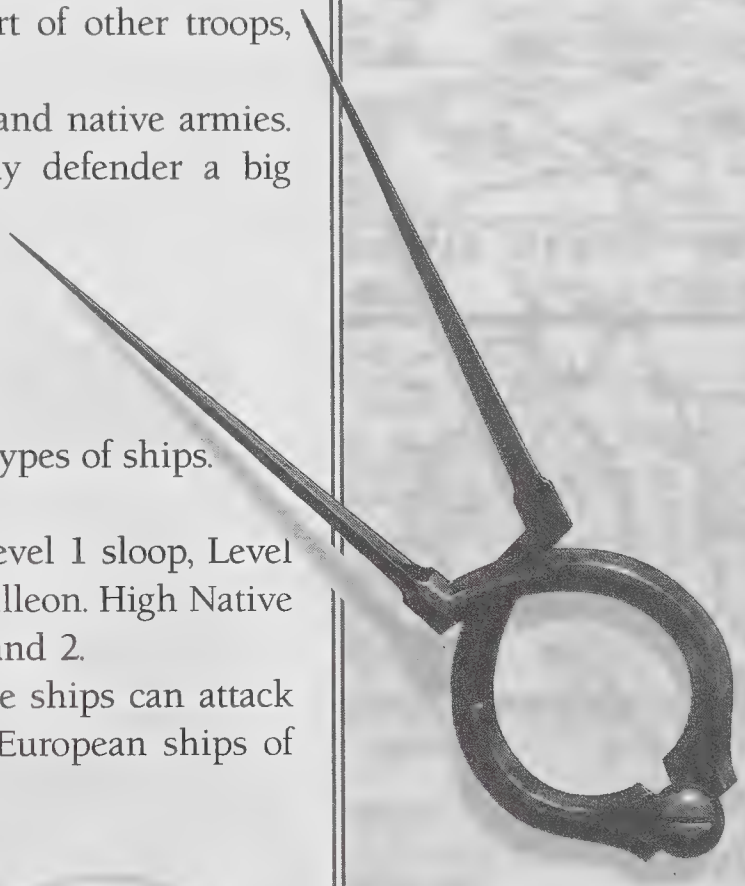
Unfortunately, strong artillery units are very expensive. All the same, you should include one in your colony garrison and in every army of nine units or more. Quite often, a cannonball down the center will enable your cavalry to mow down enemy forces in the flag square!



Artillery cannot move beyond the home line—the line of three battlefield squares nearest to you. It inflicts heaviest losses on nearest targets and is particularly effective against cavalry unsupported by infantry. It's only so-so when firing on its own at your opponent's cannon, so don't waste attacks. In general, don't attack with artillery unless it's in a combined-arms attack, or unless you've got two or more artillery units firing on the same target square.

Artillery is the slowest of all military units, and it takes ages to get anywhere on the game map. It is completely unsuitable for exploring and very vulnerable on the battlefield. Don't deploy it without the support of other troops, unless it's behind your front line!

Artillery is absent from High Native and native armies. Therefore, it hands the European colony defender a big advantage.



Sea Units

Conquest of the New World features six types of ships. four European and two High Native.

The European ships are as follows: Level 1 sloop, Level 2 carrack, Level 3 caravelle, and Level 4 galleon. High Native catamarans can only be built at Level 1 and 2.

Both Level 1 and Level 2 High Native ships can attack others (read: Europeans). However, only European ships of Level 2 or better have this capability.

Resolving Sea Combat

Sea combat in *Conquest* is resolved by the computer. However, the calculations that go into determining its outcome are quite complex. They are reported in detail on the Message panel following each naval engagement, and that report illustrates with accuracy what actually happens.

When sea combat is initiated, the computer first tries to determine the behavior of the attacked party. If the attacking ship is bigger, its enemy will often try to run for it. Ships belonging to players with the Pacifist and Craftsman Special Abilities are also more likely to try and escape.

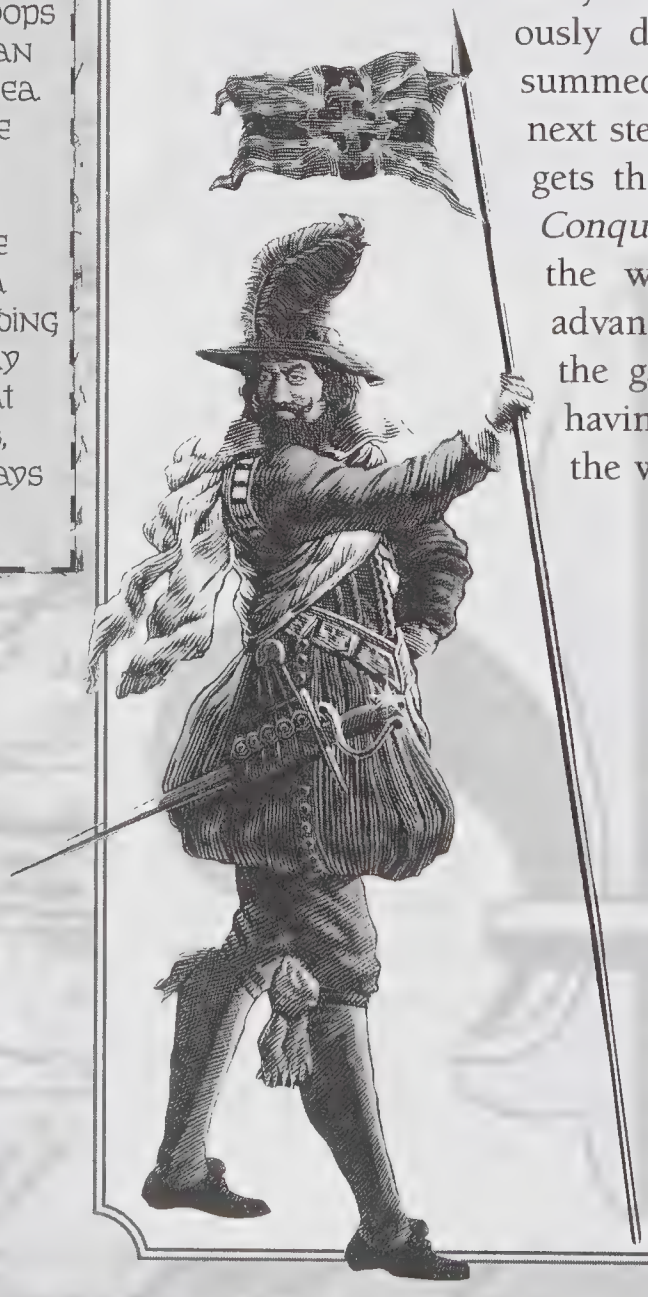
Strategy

Certain land troops may give you an advantage at sea. The presence of infantry significantly increases the chances of a successful boarding action. Cavalry increases that likelihood less, and artillery plays no role.

However, if the attacked ship belongs to a player with the Admiral or Navigator Special Abilities, it is likely to stay and fight. The same applies to defending ships that are bigger than the ships attacking them.

The final and often decisive factor is the presence of land military units on board either ship.

Ships that carry infantry and cavalry—two types of land units helpful in boarding actions—are naturally inclined to stay and fight. However, ships carrying artillery are more likely to run. When this and previously described considerations are summed up by the computer, the next step is determining which ship gets the wind gauge. In the era of *Conquest*, the ship that sailed with the wind enjoyed an enormous advantage. This is accounted for in the game, with the smaller ship having the better chance of getting the wind gauge.



It's only after all this that an actual die roll takes place. The result can be anything from 0 to 9, with the following options:

- 0-1: The attacked ship runs and escapes.
- 2-6: A gunnery duel takes place, which can result in either ship being damaged or sunk. The formula that resolves a gunnery duel takes into account which ship has the wind gauge and the size of the ships, as well as special abilities (ships belonging to Admirals fight as if they were one level bigger).
- 7-9: A boarding action takes place. Again, size of ships plays a role in its resolution, along with the types, numbers, and levels of any land military units on board of either ship.

Overall, the most versatile type of ship in *Conquest* is the caravelle, or Level 3 ship. Its cargo hold can accommodate a complete small-to-medium army and a settler, and it's not that expensive to produce.

Forming a Navy

You start *Conquest* with two sloops. Small and without the capability to attack enemy ships, your first two vessels are busy exploring uncharted waters well into the game. You may also want to keep one of the sloops near your first colony, so that you don't have to build a new ship in order to ferry the settlers to start your second colony.

If you neglect to do that, you may be forced to build a third ship fairly quickly, and yet you will invariably want to wait. You should certainly hold off until you've upgraded

your colony center to Level 2. Then you'll want to do a bit of industry upgrading following the colony center upgrade, and crewing a new ship involves a lot of potential labor. In circumstances where you also need at least 150 people to recruit a settler unit, finding enough people to sail your new ship is difficult. Add to this the fact that if you build a new ship at all, it should be something better than a sloop, and you're also looking at a docks upgrade with additional labor demands. No, it's far better to keep one of your original two sloops roaming the neighborhood and ready to act as transport at a moment's notice.

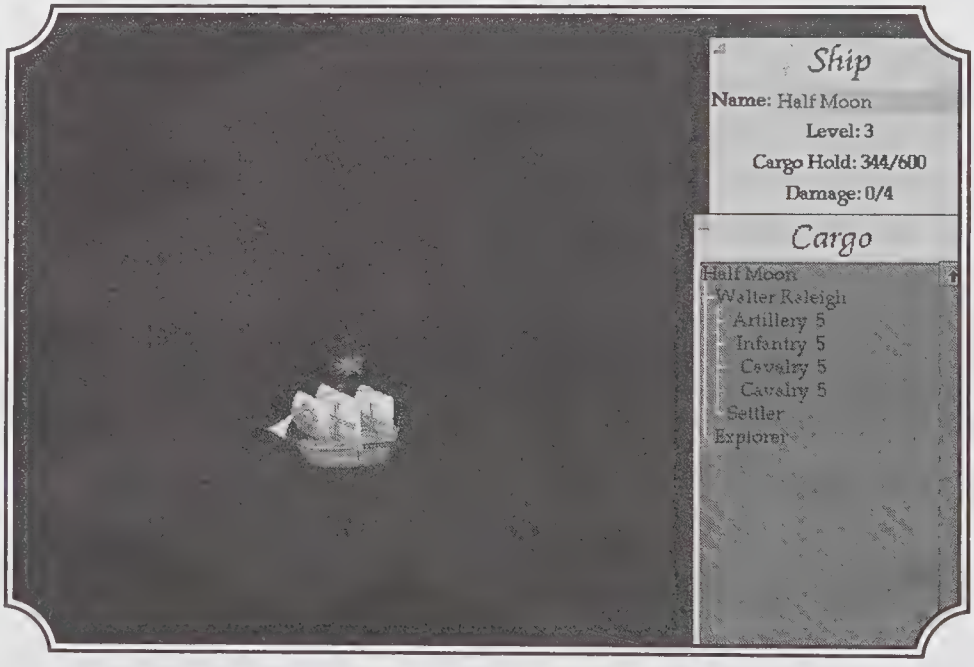
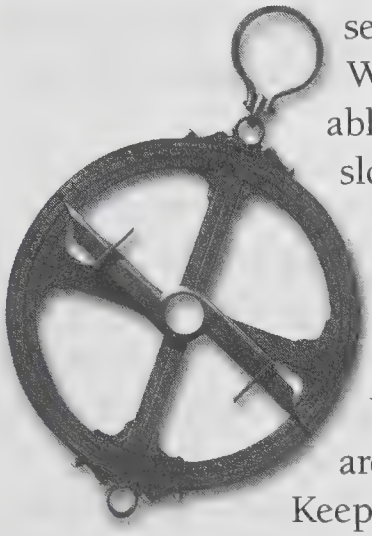


Figure 5-7. The caravelle is the most versatile of *Conquest's* ships. It's excellent both as a warship and a troop transport.

You should diligently upgrade your docks, however, and then choose either of two courses. If it looks like you're exploring one big continent, you may want to forego building any ships until much later. If not, you should figure out how soon you can get your colony center to Level 3. If you decide to postpone the Level 3 center upgrade and produce settlers for some time to come, you will definitely be well



served by a carrack, or Level 2 ship. With a bit of luck, you may even be able to intercept a couple of foreign sloops and capture one.

Whether you build that carrack or not, once you've upgraded a dock to Level 3 you should build a couple of caravelles, unless of course it's one big continent and your sloops/carrack aren't running into any problems. Keep one caravelle near your most important colony; load the other with an army and set off to raze a few native settlements and let a leader gain some experience. You may want to add an explorer—in addition to the black frame around any hostile tribe, there might be a big new island involved, or a continent.

If the game world consists of two big continents, your two caravelles, carrack, and two sloops can be quite enough provided you administer your small Navy skillfully. You may have to replace a ship following a battle, but if you keep a low profile on the seas and only use your ships when needed to transport something, that's the sum of your naval effort.

Things are different if you want to start a rumble with someone, or the game world features three big land masses (four big land masses are rare). In that case, your caravelle squadron should number at least four ships, and you may also want to build a couple of galleons to act as troop transports. Galleons (Level 4 ships) are the fastest of them all, and so can both run from danger and put up a hell of a fight, especially with all that infantry on board.

You may also find a carrack or two handy for transporting troops on short local legs. Don't use sloops as transports if you are at war with a naval power—sloops can't fight back!

If a human rival identifies your sloop as a troop transport, you may be certain an attempt to sink it is forthcoming.

War at Sea

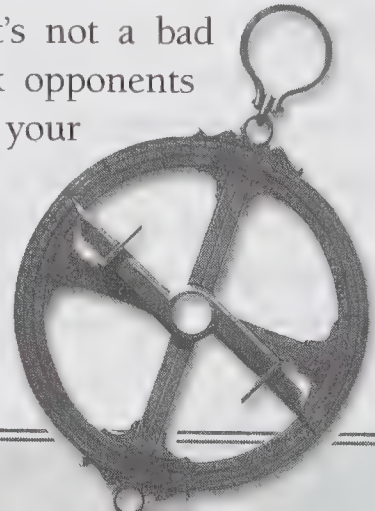
As mentioned, probably the best all-round ship is the caravelle. If you've also got the Admiral Special Ability, look no further. You may want to build galleons for transports because of their capacity, but the caravelle is your fighting ship of choice. You can take on anything with a pair of caravelles, and should you lose, they are not that expensive to replace. Remember that an infantry unit or two on board increases your chances of capturing enemy ships. "Old" Level 1 infantry are perfect for that purpose.

Your first objective in any war at sea is to ensure safe troop movement. Patrol transport routes with fighting ships, and clear them of danger by attacking any vessels belonging to belligerent powers. If things heat up, or if you simply decide up front that you want to eliminate the enemy navy, you're in for a long task. The computer players tend to rebuild their navies fairly quickly, and human opponents even quicker. Keep operational groups of caravelles near enemy docks, particularly the higher level docks, and jump any newly launched ship right away.

You don't ever encounter groups of computer-led ships acting in concert. Humans are another story, and multiplayer games of *Conquest* may feature miniature armadas of a half dozen ships and more. It's not a bad choice to order your ships to sink opponents rather than board them, and group your ships as tightly as possible.

Strategy

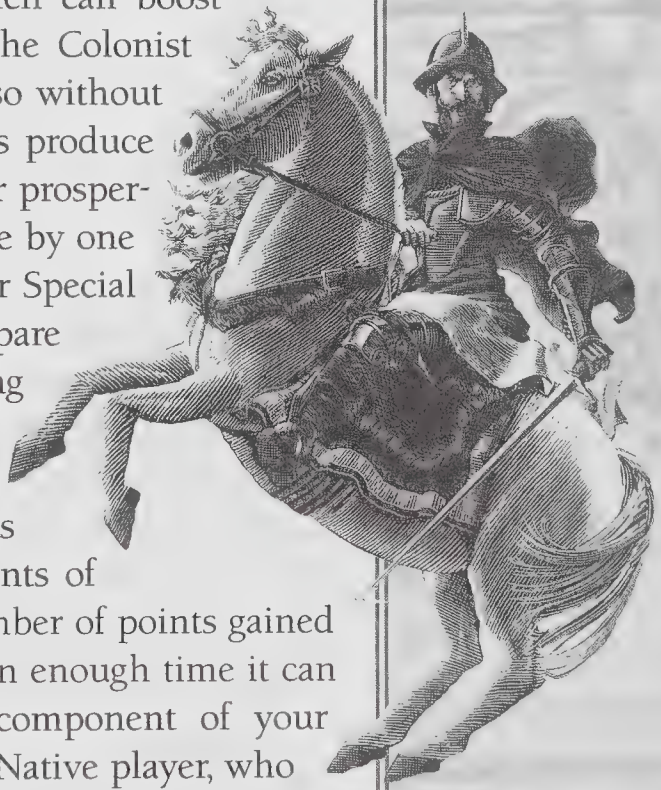
Always try to engage an enemy ship with more than one unit at the same time. You'll greatly increase your chances of success, particularly if you order your vessels to sink rather than capture the opponent.



The Goals

The aims of war in *Conquest* are the same as in the real world: to further your political aims, eliminate threats from your opponents, and increase your prosperity.

All of those actions have their own effect on the score. Furthering your political aims includes winning independence (+1,000 points) and federating tribes (50 points for each federated village). Eliminating threats from opponents involves capturing their colonies, which can boost your score significantly if you have the Colonist Special Ability, and only slightly less so without it—given time, captured colony centers produce impressive point totals. Increasing your prosperity means directly increasing your score by one point per 50 gold if you have the Miser Special Ability, and of course having gold to spare will aid you in all other point-scoring activities.



Fighting battles also counts directly toward your score. You get Victory points equivalent to the sum of Strength points of all killed enemy units. At first, the number of points gained this way is insignificant. However, given enough time it can become the single most important component of your score. Things move faster for the High Native player, who will quickly see Combat points overtake Exploration once federation has begun.

Of course, initiating armed rumbles is bad for your score if you have chosen the Pacifist Special Ability, or if you lose. The cost to the Pacifist is the sum of all the levels of the military units participating in the attack. You may recoup some of that in the Combat points you score.

An Invincible Army

However important sea combat may be, ultimately it's your land forces that decide the issue. Deciding it in your favor involves winning many battles, and battles are always won by the better army.

First Steps

You receive a tiny army right at the start of the game: two Level 1 leaders (with the all-important unit/attack ratio of $^{7}/_{4}$ or $^{8}/_{5}$), two cavalry units (one Level 2, one Level 1), and Three infantry (one Level 2, two Level 1). To be safe, you need to park the cavalry in your first colony, and it's not a bad idea to put the infantry there, too—obligatory if you're playing a multi-player game with all your so-called friends.

Thereafter, not much happens till the Level 2 colony center upgrade. Of course, if your only good colony site is next door to hostile natives you may want to build a fort first.

Once you acquire your fort, you want to assess the situation and decide whether waiting a few more turns and upgrading the fort to Level 2 isn't feasible. It is, half the time. Whichever way you go, you're sure to end up with an upgraded fort and all the military units it allows not more than 20 turns down the road.

Flexing Muscle

At this point, unless you're one of those Pacifists, it's time to bloody a couple of noses and get a leader experienced. The best way to do this is by destroying all the hostile native tribes you can without going to great inconvenience.

You may get a slight shock when your 7-unit army is confronted by 15-unit native force. Don't panic. A majority

Strategy

Make sure you recruit more cavalry units than you do infantry. You have to leave a couple of cavalry units with the colony, and half or more of your first army should consist of cavalry. The optimum setup is 3 infantry + 4 cavalry for a 7-unit army, and 4 infantry + 4 cavalry for an 8-unit army.

of native units are strength 1, which means they're gone after receiving one hit, and their attacks are anemic. Four attacks (the native maximum) by a strength 1 unit equal two attacks by a strength 2, or Level 1, unit. If your leader has five attacks, and half the time he does, you shouldn't hesitate. Remember you can retreat if things get bad (but do so before they get *really* bad).

You should consider building two forts in your first colony, even if you have the Conqueror Special Ability. About the time you send your leader out, you'll also be thinking about recruiting settlers to start your second colony. A second colony requires cavalry and a leader, so this is also a time to recruit more military.

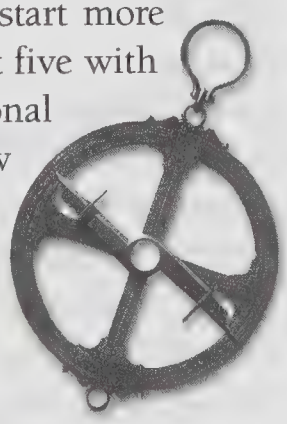
Do not send more than four units with the settler. Three cavalry and one infantry unit are more than enough to keep your new colony secure for some time to come. Once you've started the new colony, follow a similar procedure to the one outlined above—wipe out a couple of hostile settlements, and so on. This time, though, you'll have to produce a leader first—because no colony should be left without a leader.

Strategy

Try to avoid allocating Experience points if your leader's still got a couple of native villages to flatten. It just might be he'll win enough experience to acquire an additional attack.

Becoming a Military Power

To become a military power, you have to start more than two colonies. You should have at least five with a sum total of eight forts or more. Additional forts do not support many units (just 4 new units per fort, or five with the Conqueror), and upgrades support even less (just three units per upgrade, or four for the Conqueror).



Strategy

Upgrade all forts to Level 2 as soon as possible. This step greatly increases your military muscle because of the increase in quality, as well as quantity, of units.

You should never build a colony without a fort, and you should always try to build a colony with at least two. A strong military, stronger than anyone's, virtually guarantees you victory in a game of any length. You may even attempt to capture a foreign colony, given Level 2 units and the right political climate (you don't want to upset the momma country; it's too early for that yet). This, however, is generally not a good idea in a multiplayer game. The computer player tends to build up its first colony before turning aggressive; humans don't. When humans get angry, things get difficult. It's better to avoid unnecessary difficulties until you've won your war of independence.

The optimum leader setup is to have two in each colony. One can then take over a field army, and the other stays behind to guard the colony. When required, you can also send off one of these with a new settler unit.

Your military comes of age when you upgrade your colony center and fort to Level 3. While upgrading your fort to Level 4 is certainly a desirable development (and obligatory in the case of your first, most valuable colony), Level 3 plus some canny leadership is all you require to turn your colonial empire into an independent country.

If your colonial empire is prosperous and secure, start thinking about independence as early as turn 50. By this time, your first colony is at Level 4, although probably you have no more than a couple of Level 3 forts. Once your military reaches Level 3, start recruiting several new armies and seriously consider building a War College. Although frightfully expensive, a War College will not only make the fight for independence easier—it may also save you money in the long run.

The War College

If you zoom in on the War College, you'll see a sergeant putting recruits through their paces. "Military research" is simply good old-fashioned drill, which as we all know results in a Better, Improved Soldier.

Drilling your units in the right order results in a better army at the same expense. The first War College choice should always be infantry defense. This is followed by cavalry offense, cavalry defense, infantry offense, and artillery offense and defense. You shouldn't worry about researching leaders at this point; in many games of *Conquest*, you do not have to worry about researching leaders at all.

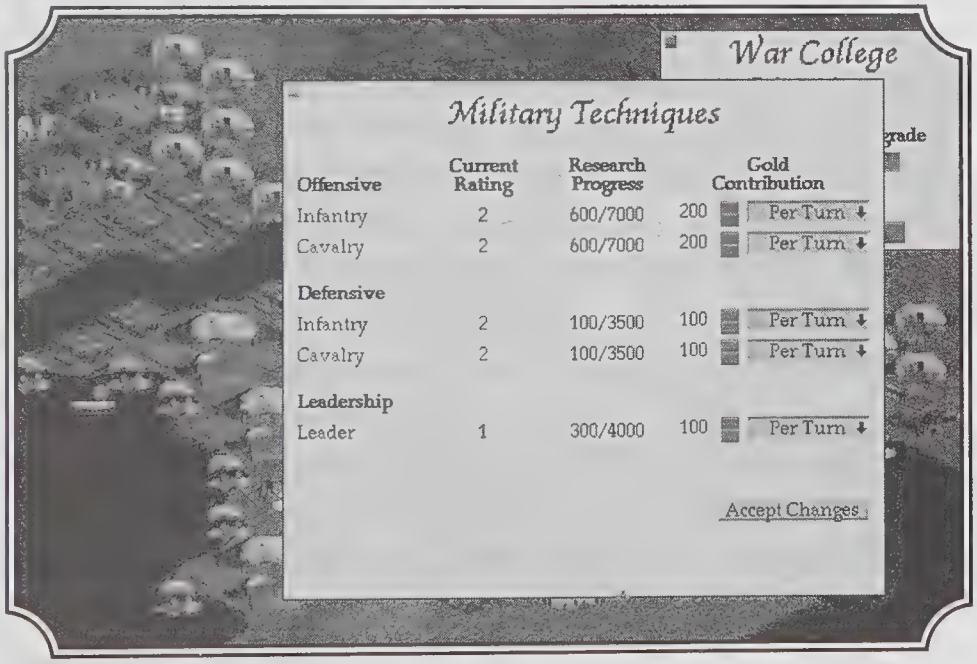


FIGURE 6-7. The War College is an absolutely essential part of your war effort. You should start improving the quality of your troops as soon as it's feasible.

Once you've improved all your units by one in offense and defense, your guys are good enough to win you independence. If you are confident in your battlefield leadership, then you may take the independent road even earlier—but not earlier than after improving infantry and cavalry. The

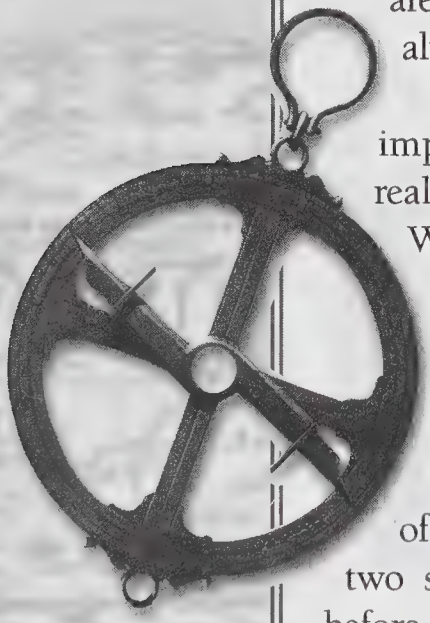
veterans your mother country is going to be sending your way have several War College levels, and they pack a terrific punch.

The War of Independence

The war of independence marks an important watershed for the European player. Winning it means freedom from tax and freedom to do assorted things unto your rivals, as long as they aren't much stronger than you.

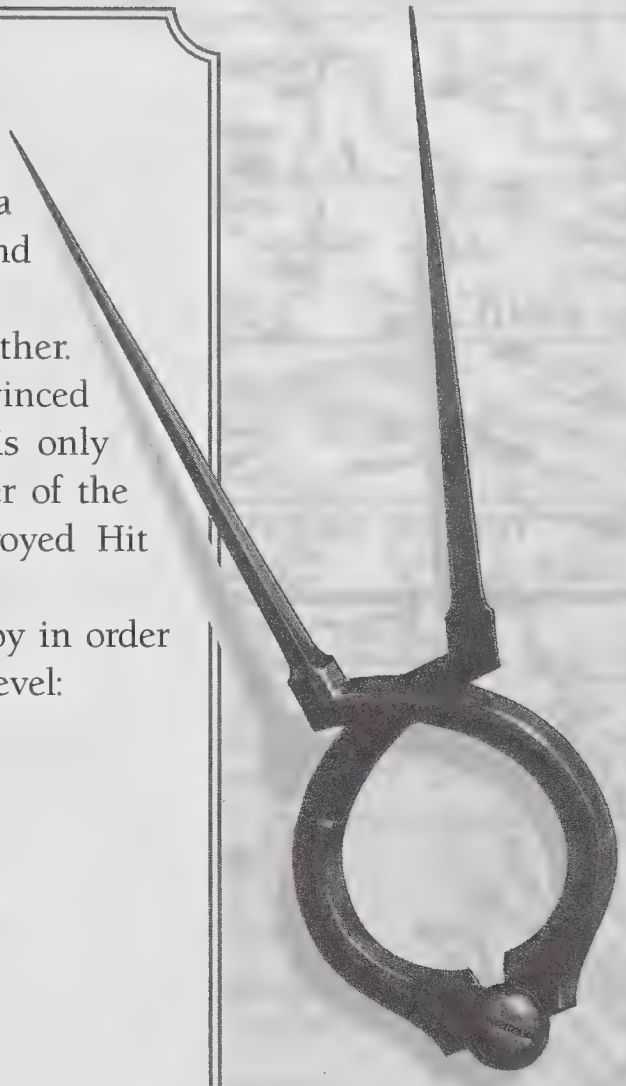
Winning it, however, isn't all that easy.

The size and strength of the expeditionary force that you have to battle is scaled to your army's size—motherland knows how strong you are and treats you accordingly. Its troops are one Level better than yours, have two War College Levels in all areas of military research, and are led by a leader who always matches yours in reputation and charisma.



The timing of the war of independence is extremely important. The moment your mother country becomes really upset, she slaps you with a trade embargo. Without several gold mines or much in the way of reserves, you could run short of gold to recruit new troops. So it is in your interest that the war of independence be short and brutal, opening the way to better markets and political freedom.

However, the motherland deals with things in order of importance, and if your colonial empire consists of two small colonies, you may have to wait a long time before anything happens, and then some. Every year, or every game turn, there is a chance that soldiers of the expeditionary force will mount an assault on one of your colonies. This probability is directly related to the number of colony center Levels you have. Each turn, there's a 1 in 30 chance of the mother country attacking for every colony center Level you have. Thus, if your single colonial hamlet



with a Level 1 center declares independence, you may have to wait 30 years for an attack. On a more practical level, this rules out building up a single colony into an impregnable fortress and defeating all armies that come knocking.

Beating off one attack isn't enough, either. Independence is granted only after you've convinced the mother country you won't be defeated. This only happens after you've destroy a sufficient number of the mother country's military units, and the destroyed Hit points reach a predetermined total.

The number of Hit points you have to destroy in order to win independence differs with the difficulty level:

- Very Easy: 100 Hit points
- Easy: 110 Hit points
- Normal: 120 Hit points
- Hard: 130 Hit points
- Very Hard: 140 Hit points

If you start fighting for independence and after a promising beginning find you can't go the distance, you may opt to form a commonwealth. This option requires destroying 60 percent of the Hit points required for independence.

The armies your motherland sends can attack any of your colonies. Recent colonies that haven't progressed over Level 2 are particularly at risk. Make sure there is at least a

Level 3 leader in each of your colonies, and that he has a full complement of units. A typical Level 3 leader provides six attacks, and this with his nine-unit army should give your colony the winning edge.

You may lose colonies without losing the war, and at any rate you can sue for peace (which marks the return of the somewhat dilapidated colonies the motherland has captured, plus a return of the tax, now more horrible than ever).

All battles stress the quality of your leadership, but the war of independence is a particularly trying test of your prowess. You'll find tips on winning specific battles later on in this chapter.

Strategy

An approaching enemy army is easier to intercept than one that's passing, or running away. If necessary, reduce the threat by intercepting the enemy force with even a weak army, inflicting losses high enough to render the menace manageable.

Free to Fight

Your emergence as an independent nation marks the start of a new era in a very pleasant way—you've plugged the hole through which gold has been escaping to the mother country. From now on, you'll also enjoy much better prices for your commodities. The 66.6 percent price increase will result in plenty of gold in your coffers.

Spend at least a part of this gold to beef up your army, even if you're a diehard pacifist. By this time, the computer player has built up its colony to the degree where it starts thinking aggressively. Increasingly strong armies will begin popping out of enemy colony centers, and some of them will subsequently march in your direction.

Winning Battles

Your military success is ultimately dependent on winning battles. This comprehensive section provides you with

detailed information that should make you the undisputed king of the battlefield.

There are many different kinds of battles. Your tactics depend on the circumstances—whether you're defending or attacking, for instance, or whether the battle is taking place in a colony or in the field. Tactics also depend on the composition of your army and who your opponent is.

The most basic differentiation is the type of the army under your command.

Types of Armies

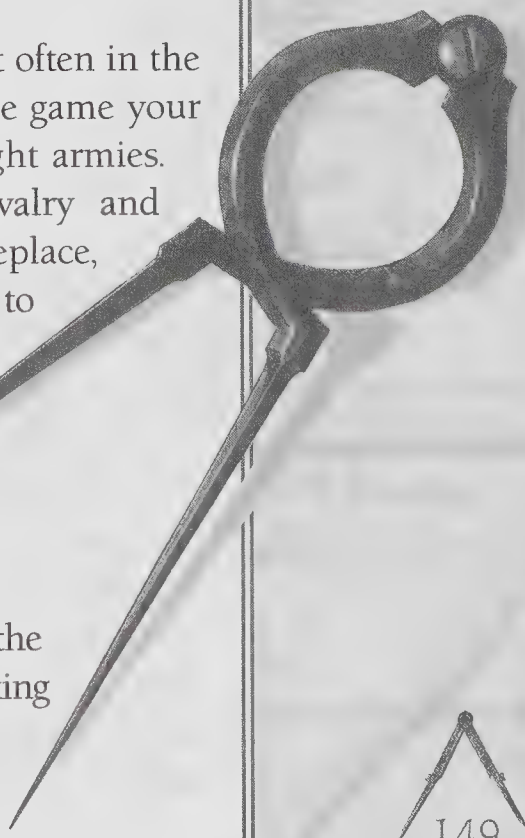
There are several different types of armies in *Conquest*. This section discusses them in both tactical and strategic terms.

The Light Army

The light army is an army type you'll form most often in the opening stages of the game. However, late in the game your newer, smaller colonies will still be forming light armies.

A light army consists exclusively of cavalry and infantry. This makes it cheap to form (and replace, should you be unlucky). Consisting of three to four infantry and four cavalry units, a light army is almost always headed by a leader with five attacks, very rarely with four. This allows you to execute effective attacks from two squares in a single turn.

The classic combination is to use two cavalry on the flank and two infantry with one cavalry attacking from the front.



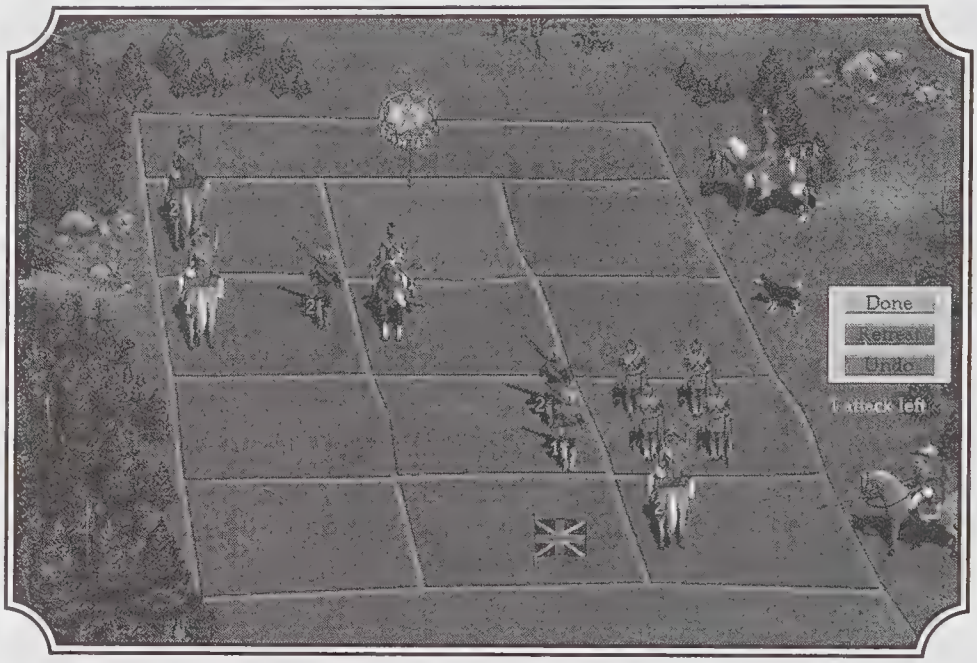


Figure 7-7. The light army shown in previous illustrations is finally a single cavalry dash away from victory. Capturing the enemy's flag square often wins a battle against superior forces.

Light armies are ill-equipped to combat colony garrisons. They are best used to destroy hostile native tribes and engage enemy forces in the field. However, you may risk an attempt to capture a Level 1 or 2 colony if you attack with 2 light armies on the same turn. This stratagem is discussed below.

Most light armies are also formed of light units—Level 1 and 2, and the occasional Level 3 or 4. If adding higher-level units to a light army, add strong infantry before strong cavalry. Infantry in light armies usually comes under heavy punishment in combat.

Light armies are headed by Level 1 and Level 2 leaders, the Level 1 guys being those you get at the start. Don't build any more Level 1 leaders, unless you're desperate.

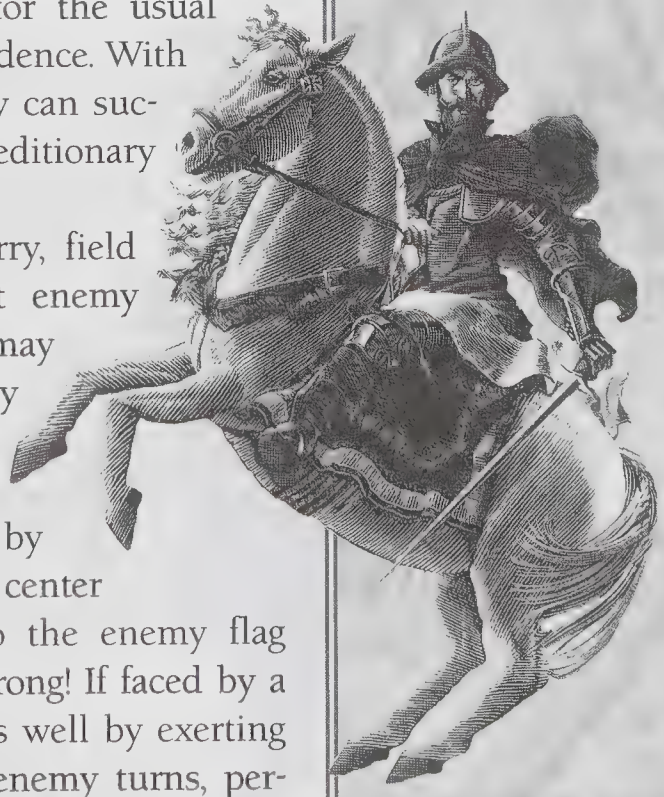
Light armies may serve well in the later stages of the game as strong colony garrisons. If composed of Level 4 or better units, they make good small field armies with the substitution of a single artillery piece for a cavalry unit.

The computer player likes forming light armies consisting of six units and all three types of arms—infantry, cavalry, and artillery. Given responsible leadership, the seven-unit light army emerges victorious in all confrontations with this foe.

The Field Army

A field army is basically a light army beefed up through the addition of one or two artillery pieces, and possibly an extra unit or two of infantry. Its role is to intercept enemy armies en route to attack a colony. Unlike light armies, which are often used to probe enemy strength and maybe inflict some losses, field armies are dedicated to destroying the approaching army. Even if they are defeated and lost, this sacrifice knocks the stuffing out of any impending attack.

Field armies are a good substitute for the usual colony garrison during the war of independence. With the support of colony militia, a field army can successfully defeat a seven to eight-unit expeditionary force.



Because of the extra punch they carry, field armies are good at capturing incipient enemy colonies, up to Level 2. Of course, they may be successful against a much bigger colony if there's no dedicated garrison defending it.

The classic field army tactic is the advance down the center. Supported by artillery and optional extra infantry, your center is quite capable of breaking through to the enemy flag square—provided the enemy is not too strong! If faced by a tough adversary, the field army often does well by exerting pressure on one of the wings until the enemy turns, permitting a flanking attack.

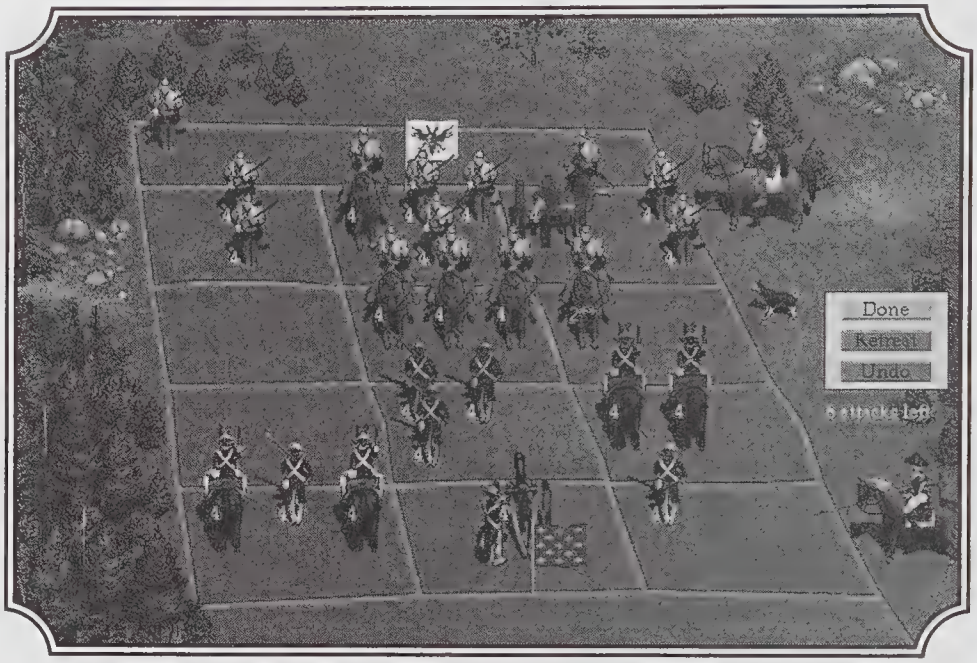


Figure 8-7. The field army makes an appearance 40 to 50 turns into the game. Routinely equipped with artillery, it is capable of capturing a small colony.

Field armies are headed by an experienced Level 2 or Level 3 leader. They consist of 5 to 6 infantry units, 4 to 6 cavalry units, and 1 to 2 artillery units. The exact numbers differ according to a leader's organizing ability and unit availability.

Usually, a field army is composed of a mixture of Level 2 and 3 units, with some Level 4s and an occasional Level 1.

The Siege Army

Siege armies are formed with one purpose in mind: to capture enemy colonies. They are invariably headed by Level 4 leaders—the more experienced, the better. Leaders who have won their spurs during the war of independence are natural candidates.

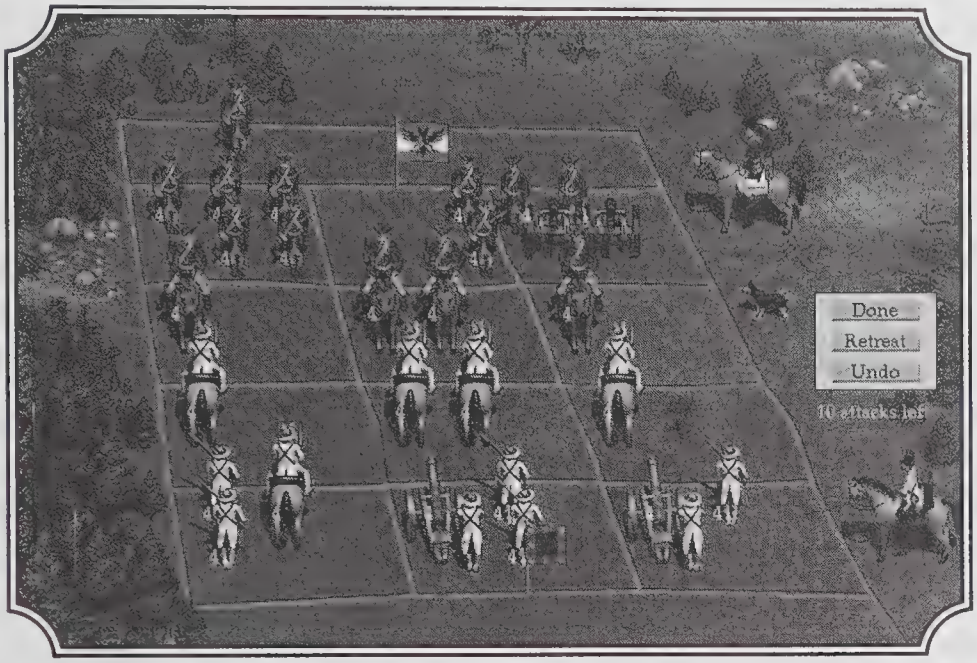
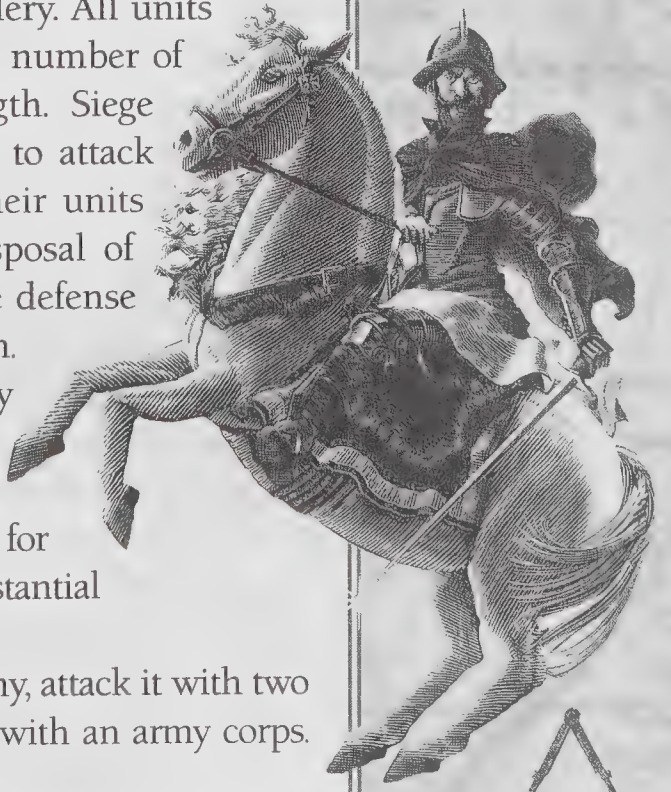


Figure 9-7.
Siege armies are indispensable to achieve victory over strong computer opponents. Their size requires a Level 4 leader, preferably with extra abilities.

A siege army consists of at least 11 strong units: 5 to 7 infantry, 4 to 6 cavalry, and 2 to 3 artillery. All units should be Level 3 or 4—the smaller the number of units, the more important their strength. Siege armies, as the name indicates, are used to attack foreign colonies. Given the weight of their units and the usual 6 to 7 attacks at the disposal of their leaders, these armies can break the defense of a Level 3 or 4 colony all on their own.

If things turn out otherwise—and they can—it's important that you retreat in time in order to retrieve your valuable leader. You will have accomplished something for sure, for a siege army always inflicts substantial losses, even while it is losing.

If you come across an extra-tough colony, attack it with two siege armies in the same turn, or tackle it with an army corps.



The Army Corps

The army corps makes its appearance on the battlefield late in the game; chances are slim you'll see one before turn 100. This is because an army corps cannot exist until you have done some leader research at the War College.

War College leader research is necessary to give your guy the ability to organize the number of units required. The corps contains upward of 15 units—essentially, it's two smaller armies rolled into one, hence the "corps" moniker. There are no hard rules for the composition of a corps, except that they contain all three types of troops. Since you do not form many army corps in a game of *Conquest*—you can play a long game without forming or seeing one, and you certainly don't need more than two or three—each army corps is custom-made, so to speak.

The army corps is invaluable in multiplayer games. However, circumstances may conspire against ever getting to form one. Military pressure can get pretty intense when playing against, uh, friends. You simply don't have the units or time to spare for organizing an army this big.

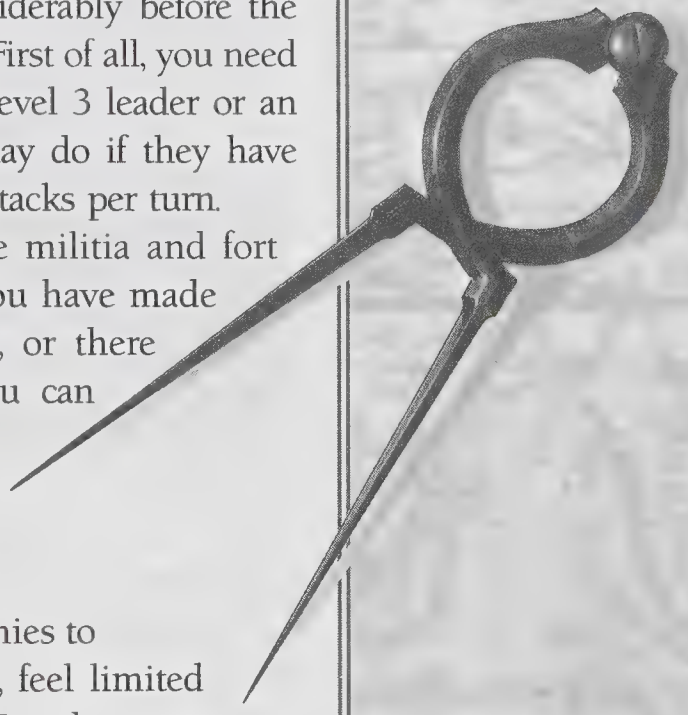
An army corps is so large you can try all kinds of tactical maneuvers, and any battles this big tend to be lengthy, messy affairs. Try to keep the bulk of your forces behind a protective line of infantry, concentrating attacks on a single square at a time. Strong and constant pressure in the center is often the easiest way to break enemy resistance. Put a block of four infantry units in front of two strong artillery units, and execute repeated combined attacks that include charging cavalry.

Colony Garrisons

The basic colony garrison consists of a couple or more cavalry units to supplement the colony's foot militia and artillery.

This setup has to be augmented considerably before the war of independence gets going in earnest. First of all, you need to make sure each colony has at least a Level 3 leader or an experienced equivalent. Level 2 leaders may do if they have gained enough Experience points for six attacks per turn.

The best policy is to supplement the militia and fort artillery with a field army. However, if you have made significant progress in military research, or there are numerous friendly tribes nearby, you can make do with a weaker garrison.



Special Armies

You can also form specially composed armies to suit any purpose. Do not, by any means, feel limited by the recommendations in this book. Develop your own strategies. If these aren't successful, try something else or reread this chapter for further ideas.

A good example of a special army is the one that accompanies a hunter-killer leader. Usually it consists of nothing save one or two cavalry units. A reconnaissance army is similar; it can also be attached to a hunter-killer leader. Use this army to attack the enemy, get a good look at their army, and retreat. It's a good idea to equip an army like that exclusively with cheap cavalry units.

Build armies for specific purposes, such as diversionary attacks, simultaneous raids, and others. You'll gradually develop your own feel for the formations that suit your style best. However, always mix types of troops together and make sure you set the right leader to the right task.

Types of Battles

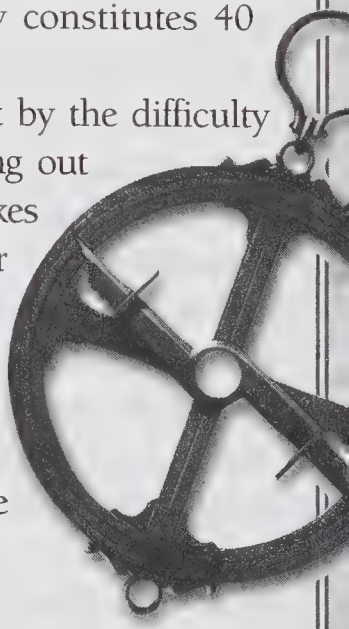
Knowing what kind of battle you are going to fight before it starts can help you win—it's that simple. With a little bit of practice, you can anticipate the kind of opposition you'll meet and prepare in advance.

Native Raid

You are likely to get a taste of native raiding tactics before anything else. Sometimes, all you have to do is start your first colony near a patch of black (unexplored land). You've scarcely finished building all those optimistic churches when whoops—you get a bunch of natives armed to the gizzards. If you've forgotten to put a garrison in your colony, it's game over, practically.

Fortunately, many native raids are neither strong nor prompt. Occasionally, you'll get a single infantryman doing a little dance on the battlefield before your guys blow him away. That means the tribe causing the trouble is rather weak, for the strength of the raiding army constitutes 40 percent of the tribe's size.

The tribe size is determined to an extent by the difficulty level. Tribes grow with time and start sending out war parties when they militarize. This takes place when the federation process is under way, and it's a development to be feared: war parties are 50 percent of the tribe's size, and consist of strength 2 and 3 units rather than strength 1 and 2. They can number as many as 18 units, which means they are able to take on a big colony and destroy it.



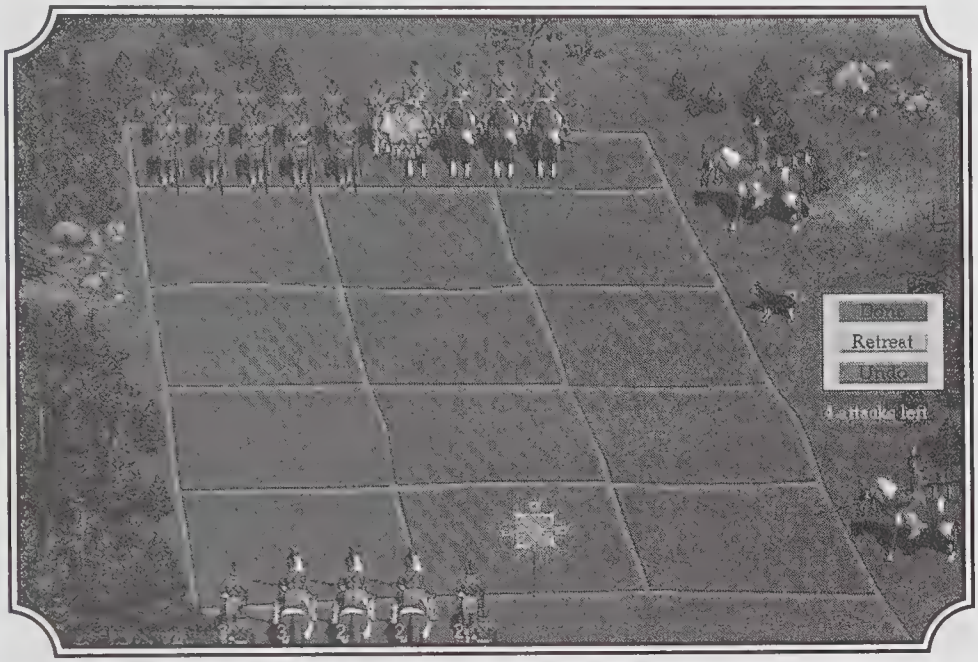


FIGURE 10-7. Playing High Native gives you a chance to command native troops-often against seemingly impossible odds.

Natives grow much more difficult to fight over time. Each 20 turns, their warriors acquire the equivalent of one level of military research. The raiding party you face after a 100 turns will be much tougher than the ones you dealt with in the beginning.

The key to dealing with Indian raids is swift victory. For that reason, unless you are particularly weak, you should consider massing most of your attacks in the center. A dash by your cavalry down the center often brings victory, especially since you can usually support it with the peashooter artillery from the fort(s).

Otherwise, try hammering away at the weaker wing and execute a flanking attack on the center once the wing breaks. Remember that raiding soldiers always lose 10 percent of their combat efficiency, since they're stealing things at the same time.

If you are tardy, you will suffer losses. After the third turn, the natives begin stealing commodities—10 percent of

Politics

The computer-controlled High Native federates tribes just like a human opponent would. Be careful!

what you have remaining each turn. After turn five, each extra turn taken on the battlefield means one building level destroyed. The buildings affected by the destruction are always the ones closest to the raiding tribe.

You may try protecting your buildings from damage by placing your forts on approaches from native villages. Forts can absorb a certain amount of damage before they feel its effects, and even then are more tough than other buildings. A Level 1 fort absorbs two points (levels) of damage with no ill effect; after the upgrade to Level 2, it absorbs no less than five damage points. In addition, all forts require an increasingly high number of damage points to be destroyed:

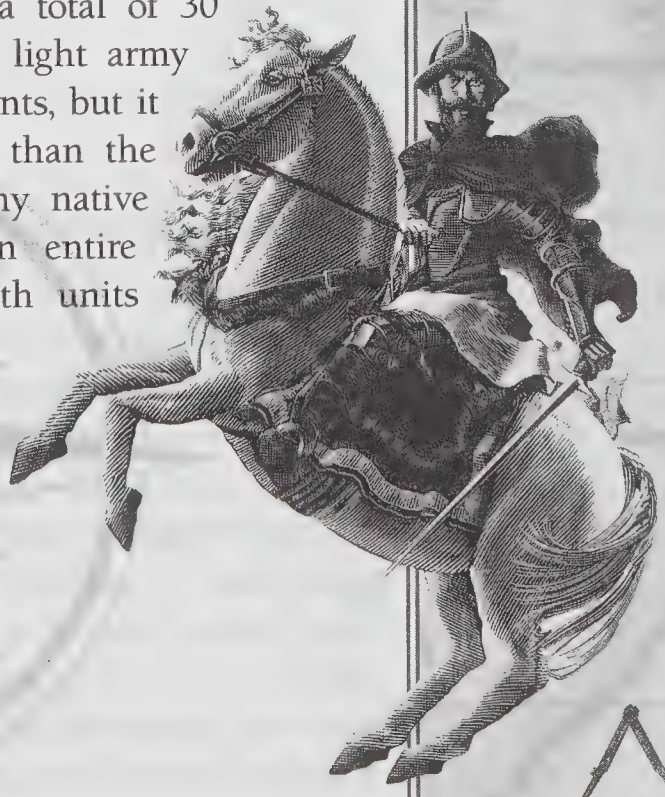
- Level 1 fort: 2 damage points absorbed, 1 damage point (1 level)
- Level 2 fort: 5 damage points absorbed, 3 damage points (3 levels)
- Level 3 fort: 5 damage points absorbed, 6 damage points (6 levels)
- Level 4 fort: 5 damage points absorbed, 10 damage points (10 levels)

Bear in mind that a fort must be placed correctly before the above benefits become available.

Destroying Hostile Tribes

Your first responsibility is to estimate the strength of the tribe you want to destroy. You can figure this in proportion to the distance from the tribe's village at which its armed braves intercept your units. If your units are intercepted a long way from the teepees, this tribe should be handled with caution. If you can practically walk into the village, the tribe is weak.

Since you're the attacker, you open the proceedings by moving all your forces—cavalry and infantry, most often—onto the home row. Then advance your infantry and let it absorb the first native cavalry attack, which is subsequently answered by your dragoons with infantry support. Again, that charge often tips the scales in your favor. Native armies and garrisons can be frighteningly numerous, but the quality of units they contain is low. It's common for a 20-unit native army/garrison to have a total of 30 strength or thereabouts; an average light army typically totals 15 to 20 Strength points, but it usually has more attacks per turn than the native adversary. What's more, many native losses equal the destruction of an entire unit—you'll see many single-strength units fall under your guns.



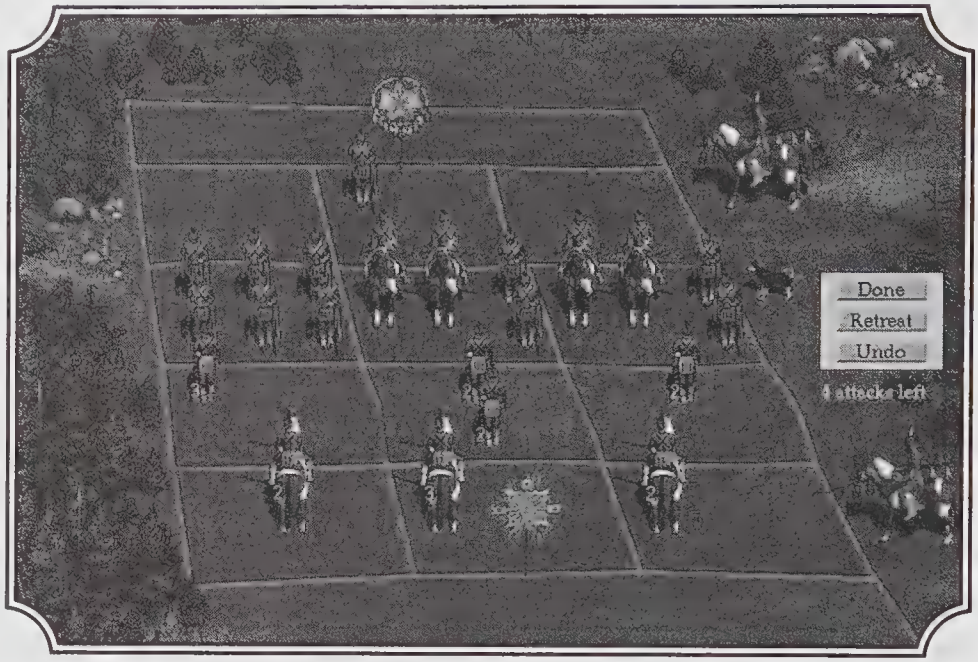


Figure 11-7. The High Native army shown earlier demonstrates correct deployment against superior forces. Note the absence of artillery on both sides.

Destroying tribal settlements is excellent training for your men and a good way to eliminate native raids. Beware of not following through—once you've started fighting with nearby tribes, you've started fighting with nearby tribes.

Independence Battles

Second on the list of fairly obligatory military encounters in *Conquest* are the battles you have to fight with the cry of "Liberty or Death!" on your lips. They are very vicious, for the enemy almost always has better troops than you—see "The War of Independence" above.

Since the motherland troops are the attacker, they get to move first. Study their deployment and react accordingly. Most often, this involves putting four infantry and one artillery unit on every one of the three home squares. Following the motherland's cavalry charge, sweep the dead bodies off, move back some infantry and execute a combined

arms attack on enemy horsemen. Two to three turns should see the enemy cavalry wiped out.

In the meantime, the enemy infantry has been edging forward and now stands right in front of your lines. Fortunately, by this time you can bring intense pressure to bear on the weakest square in the enemy lineup, and this usually allows a flanking attack on the center. Do not follow this with a mad rush toward the opponent's flag square, as you can still get badly hit by the enemy infantry units if they catch your cavalry in the crossfire. Go down the wing to the enemy's home row, and then swing toward the center. You should be able to destroy the fairly lethal artillery before it has much chance to do further damage.

As explained earlier, once you've begun the war for independence, every turn carries a chance of an attack, depending on the number of colony center levels you have.

Field Battles

Field battles fall into two categories: the expected and the unexpected. If you've decided to attack an enemy army after checking on its strength, whatever has been said previously about fighting will stand you in good stead.

However, there is one kind of field battle—the unexpected kind—that is always particularly unpleasant. This is when your army approaches a foreign colony, you direct it to attack—and it is intercepted on the way by a strong enemy field army. Even if you are victorious, whatever troops you have left over are thrown against the colony garrison immediately afterward, and often they only consist of a few dazed survivors. Quick retreat is the recommended course—but not until you've gathered in the colony's defense force, and maybe made a couple of notes.

Other unexpected field battles include encounters with

native raiding/war parties while your army is en route to deal with a tribal settlement. Occasionally, you may be unpleasantly surprised by the natives' strength. Although you'll manage to win on most occasions, your army will probably be crippled badly enough to abort any aggressive action and limp back to the colony for some R&R.

Capturing Foreign Colonies

The capture of a foreign colony is the most flashy victory of them all. You are instantly rewarded with a new possession and all the commodities within. Often, this represents a little bonanza for the hard-fighting, cash-starved player. Computer players in particular tend to accumulate huge stocks of commodities (in preparation for war, perhaps), and the acquisition of a computer colony provides a big boost to your treasury.

Colonies can be very tough to take. It makes a lot of sense for you to try a series of strategic maneuvers to draw the enemy army into the field. Often, you'll be successful; sometimes, you'll be successful beyond your expectations, and you may have to beat a hasty retreat.

However, in many cases you'll manage to catch one enemy army in the open, only to find out there is a garrison the size of another army perched on top of the colony militia. Your army is in for a beating, but if it can hit back sufficiently hard before retreating, you may be able to take the colony with a subsequent attack.

The best method is to use multiple attacks within the same turn. If you have two or more armies within striking distance, direct them both to capture the colony. The real difficulty is

Strategy

Occasionally, you'll be too weak to hold a colony you've just captured. Instantly demolish everything but the docks and transfer what you can back home, then withdraw gracefully.

deciding which army to send in first. Remember you first force is to maul the colony defense badly enough so that the second one will take it. Choosing the weaker army to go in first may result in a battle that accomplishes too little, and your second army will run into a relatively healthy force. Choosing the stronger one to go in first may mean the weaker army is not enough to defeat what remains of the defenders, and victory slips away by a hair's breadth.

If you run into a fortress colony like that, it's a viable option to set up a military colony next door. Constantly pumping wounded soldiers through your local base will result in the ability to keep up a punishing tempo. There is no colony that cannot be taken—remember that. In the end, victory will be yours.

High Native Warfare

The High Native player is destined for war. The task of federating tribes starts as early as turn 15 and continues well into the game. The whole period is marked by routinely fighting two or even three battles every turn.

Since the High Natives recruit only Level 1 and 2 infantry and cavalry units, their war is fairly simple. Operating a big High Native army in combat is very much like commanding a corps of two light armies. Note that High Native armies tend to be much larger than their European counterparts—the leaders have greater organizational abilities, and many more opportunities to gain Experience points.

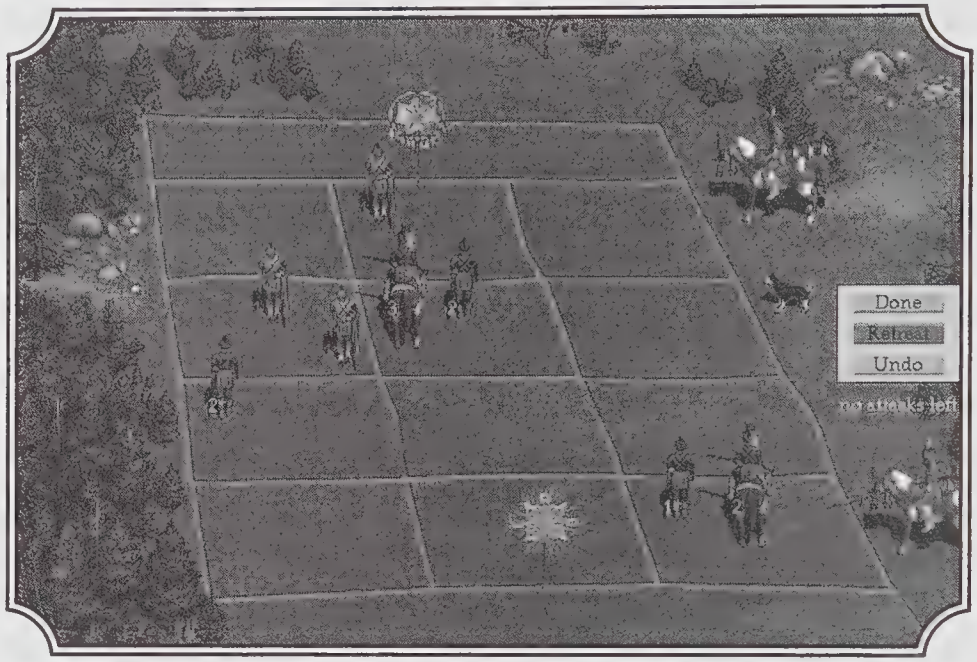


Figure 12-7. The weakness of enemy units and your leader's number of attacks are your best assets. Here, the High Native army shown earlier has moved closer to victory by breaking the defender's strength with repeated cavalry charges.

The battles for federation are relatively easy, since the opposing tribes are invariably led by leaders with four attacks. Things change when it comes to fighting the

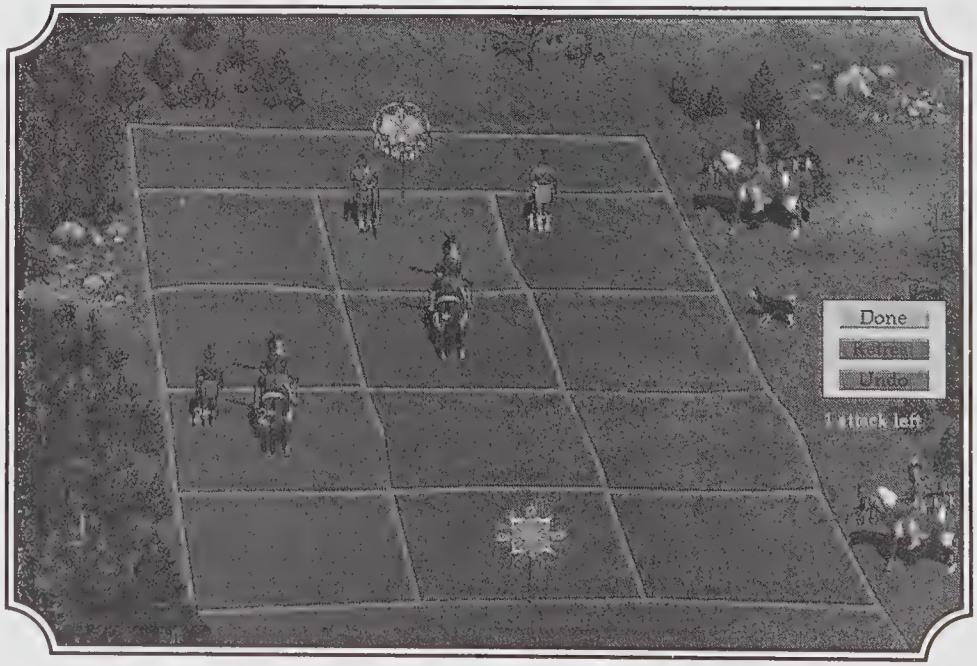
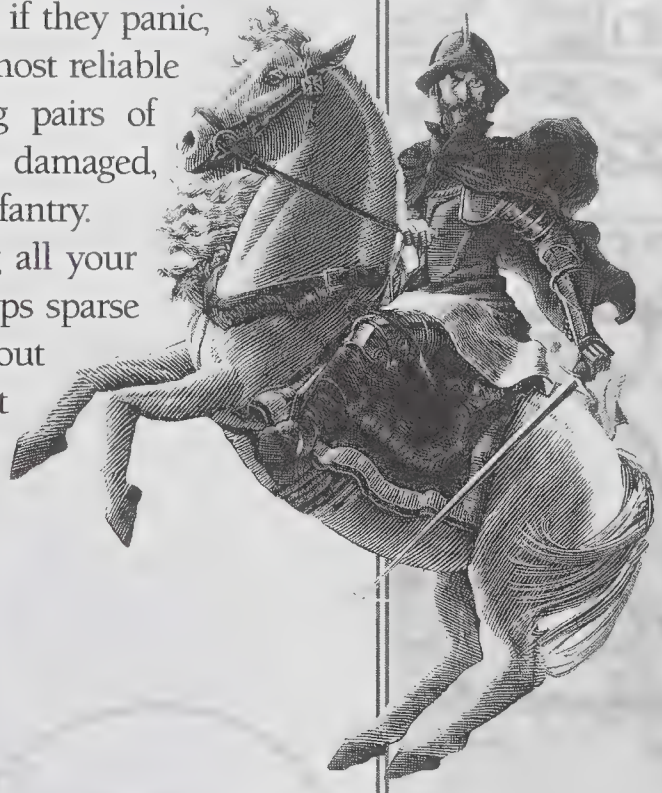


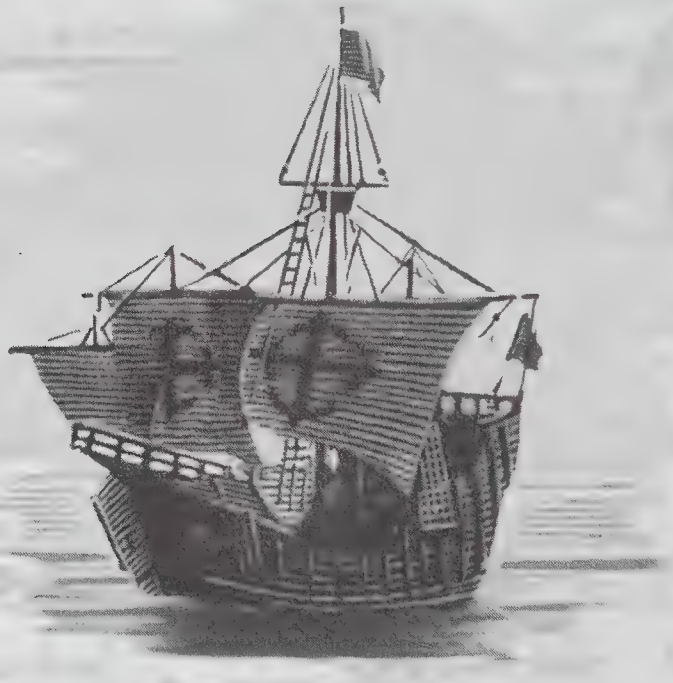
Figure 13-7. Victory! Another village has joined the Native federation.

Europeans. Employing federated tribes to send out war parties is a must, as is having several leaders with nine or more attacks.

Leading High Natives into battle is an exercise in careful traffic control as much as a test of combat ability. It is easy to block units so that they cannot retreat if they panic, and thus suffer additional damage. The most reliable tactic is to hold the line by recycling pairs of infantry units the moment they become damaged, and attack each turn with cavalry and infantry.

Do not make the mistake of fielding all your units as soon as you can. Keep your troops sparse enough to let the cavalry maneuver without hindrance. Its mobility is a strong asset and its only defense when the European player deploys strong artillery.





Chapter Eight
The Right Moves

Conquest of the New World is a computer game, but it bears more resemblance to traditional board games than to current computer strategy games. There is no electronic "trickery" of any sort, save for the Production bonuses computer players get at higher difficulty levels. There are no miraculous fountains of Youth or Cities of Gold, at least not until you build one yourself.

The riddles and choices that confront you are very basic and very real. Since there are no defined paths to follow, and no helpful advisors to lead you by the hand, you have to make your own decisions, which often amount to nothing more than a series of educated guesses. After a few games, you'll develop your own playing style, and many choices will become almost automatic. However, there are some general strategies that can

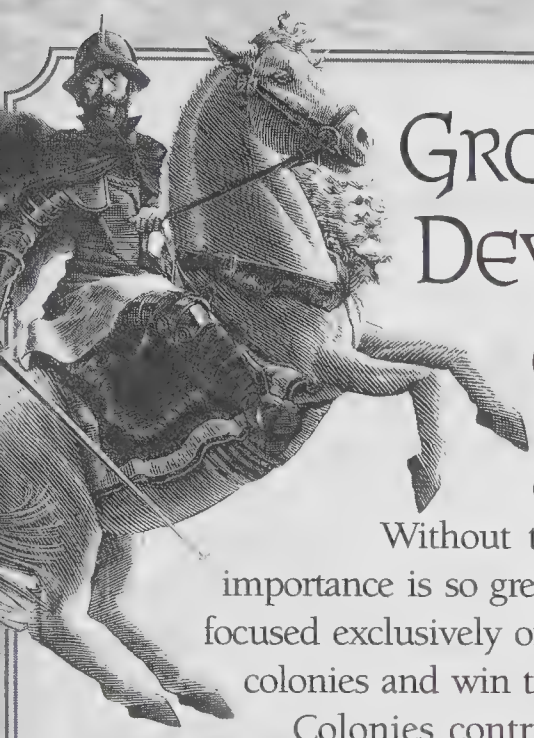
help guide you as you learn to play, and these are outlined in this chapter.

To become a master at *Conquest*, you need to operate smoothly on three levels. These are:

- Proper development and growth of your colonies. You may have the most brilliant plan in the world, but the battle is always lost if you run short of guns. In other words, you need strong colonies to execute your plans. The skill of colony development is perhaps the most important single element in winning, and it's something the computer players are fairly good at.

- The ability to define a strategy and follow it through. You broadly define your strategy when you select your Special Ability and Victory point bonuses, if any, and the actions you then take in the game need to reflect that strategy. To risk restating the obvious: The Miser who spends all his or her gold will not fare well in the point department. Neither will the Pacifist who goes around starting armed rumbles—defending yourself is okay, attacking isn't.

- The flexibility to adjust your plans to events. Flexibility might seem at odds with the advice above, but being flexible does not mean abandoning your strategy—it means adjusting it. You should not pass up an opportunity to establish a new colony even though you are focused on exploration and discoveries; and you should take a competitor's colony when you can, even though you are a Pacifist, Missionary, and whatever else. This does not mean recruiting droves of settlers instead of explorers when you discover a continent, or spending your time looking for a fight. It means accommodating an opportunity into your plans and returning to your former course afterward.



Growth and Development of Colonies

Colonies are central to *Conquest*: Without them, you lose the game. Their importance is so great that you can follow a strategy focused exclusively on founding and developing new colonies and win the game.

Colonies contribute Colony Victory points to your score. These total three points per colony center level, and one point for every 20 building levels. The points are awarded every turn, and so an early start on multiple colonies is extremely important. If you choose Pacifist and/or Colonist Special Abilities, colonies contribute to your score in more ways than one.

With the Pacifist Special Ability, you receive an extra 2 points per colony level, per turn. These points accumulate like Colony points do, so going the Pacifist route reinforces the importance of an early start on many colonies.

The Colonist Special Ability works differently. You receive one victory point for every 50 colonists. This means a city of 15,000 people results in 300 Victory points. Unfortunately, they aren't added every turn but form a point bonus that changes with your population.

The growth and development of colonies is somewhat stressed in strategies making use of other Special Ability. The Miser and the Craftsman mean something only when you own several strong colonies. The Conqueror needs a population base and high-level forts to turn out strong military units, and the player following an exploration strategy

will appreciate the convenience of recruiting new explorers on a newly discovered continent—something only a new colony makes possible.

The Computer Player's Choices

The computer player tends to select two Special Ability and divide the remainder of its purchase points as bonuses to Victory points. It often chooses three Victory point categories instead of concentrating on one.

The computer's choice of abilities may seem odd—for instance, it may select Admiral and Colonist. However, on second glance Colonist scores points in an area where the AI is fairly strong, and Admiral lets it pursue a clear-cut naval strategy.

The computer AI is good at exploring, as you may have observed when watching your explorers do their stuff on automatic. The computer players' choice often reflects this—they favor Discoverer, Navigator, and Cartographer. Occasionally, they'll combine them with other abilities in a way that doesn't make much sense (such as Admiral and Craftsman).

On the whole, you needn't fear the eventuality that a computer player will come up with a diabolical combination that gives it a real advantage. The choices the AI makes for its players are listed in the final scores that appear at the end of each game. Take the time to examine them!

Choosing Nationality

It does not matter which European nation you choose to represent (at least until you declare independence). You define your European by the choice of Special Ability.

However, if you choose High Native, you'll be limited in your choice of successful strategies. The safe European fall-back—building plenty of big colonies—does not work here because High Native colonies never get very big. They can't, being limited to Level 2.

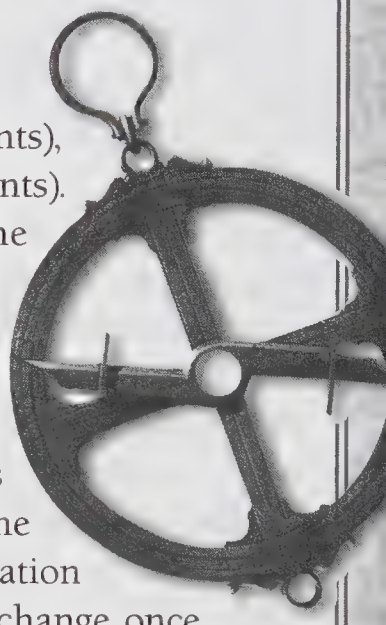
High Natives can successfully follow an exploration strategy in short games, thanks to their land movement bonus. However, they have no hope of succeeding against the Europeans unless they unite the native tribes in a Jihad against the newcomers. This dictates their choice of Special Ability and Victory point bonuses, which you'll find discussed below.

Defining and Adjusting Strategy

The most important game event in *Conquest* takes place before you start playing—when you choose your Special Ability and/or allocate Victory point bonuses. The sections below discuss a variety of common strategies, providing examples of how to group abilities together. They also discuss follow-through and the kind of adjustments players commonly have to make.

Each Special Ability is mentioned together with its price in Purchase points. You have a total of 40 points to spend.

The Explorer



Special Abilities: Cartographer (15 points), Navigator (10 points), Discoverer (5 points). Admiral may be substituted for the Navigator if you also want to fight a little, or when you are playing High Native (the addition of a level to your ships greatly boosts their inferior combat capability).

Unless you are playing a game that's 80 turns or shorter, do not allocate the remaining 10 points to a bonus in Exploration points. Your strategy needs to undergo a change once everything's been discovered.

The safe bet is to also get the Pacifist, which is one of the best buys in the game, and either spend the remaining five points on Miser (you'll be surprised how many great gold mine sites you'll discover during your explorations) or give a 5 percent bonus to Diplomacy points. Being an Explorer, you'll probably lag a little in the military department—the cost of a single Level 4 explorer unit almost equals that of a light army—and you'll want to be on good terms with everyone.

You should start the game by locating your mother colony so that it can build ships—that means docks at Level 1, and plenty of wood. An Explorer is always painfully short of money at the beginning of the game, and you should think long and hard about putting off taxes until you have no choice. An extra ship and a couple of explorer units

acquired right at the start almost always results in a big point gain that's more than worth the loss in the Diplomacy points. You'll worry about taxes later, when you've got guys going into every nook and cranny.

Do not retard the development of your first colony during this period. You'll need it healthy to manage the back payments and to continue with your expansion. You should place a high priority on upgrading your colony center to Level 2 and beyond, because if you're putting your shirt on exploring, you may find higher level explorer units helpful.

Do not hesitate to establish exploration bases that can be built up later into bona fide colonies. Your Special Ability give you the edge over others when it comes to locating good colony sites. Capitalize on that, and by the time there's no more Exploration points to be won, you should have several colonies going in prime spots. If you selected Miser, you'll want to locate them where the gold is.

You should abstain from making war on native tribes. Unless they threaten your colony's existence, view the periodical raids as a chance to improve your military through combat and get a couple of Combat points without the penalty for attacking someone (remember you're also a Pacifist).

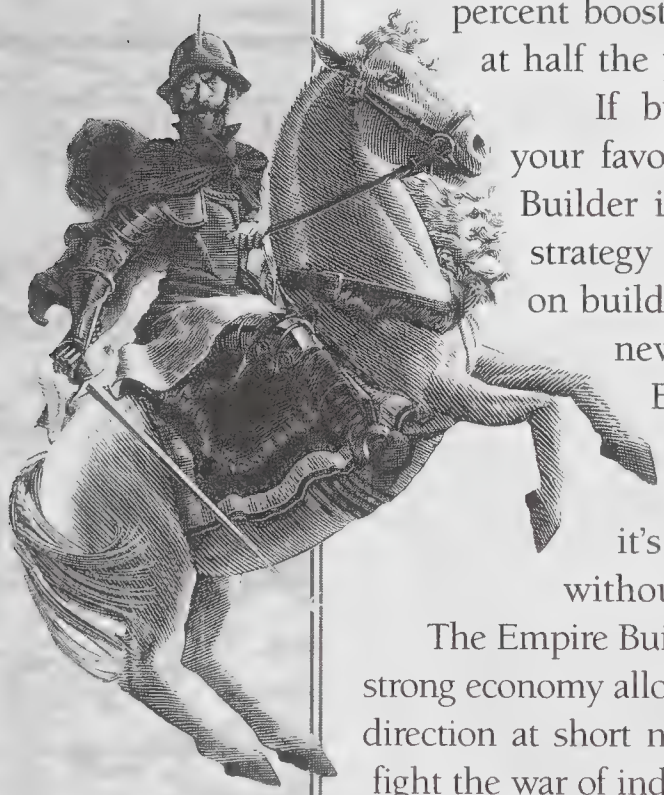
You may end up by fighting for independence later than other players. Make sure you capitalize on the Pacifist's cheap military research—defensive levels cost 50 percent less.

Ultimately, you'll probably opt for multiple colony development as the game enters its later stages. Try to keep out of wars to maximize your Pacifist and Diplomacy score. If you're playing a solitaire game, enter into an alliance with the last rat if it improves your score.

The Empire Builder

Special Abilities: Colonist (10 points), Miser (5 points), Pacifist (5 points), Cartographer (15 points), plus 5 percent bonus to Colony points. The Cartographer is an ability that will help you out with Exploration points and quick founding of new colonies.

Note that the Craftsman seems like a natural addition to this strategy. However, the Craftsman is terribly overpriced—10 Purchase points for what basically amounts to a 20 percent boost in your Miser points, and you get Miser at half the price of the Craftsman.



If building and administering colonies are your favorite parts of *Conquest*, then the Empire Builder is the strategy for you. It is also an easy strategy to follow: from the very start, you focus on building up each colony to its limits. Although new colonies are always desirable, as an Empire Builder you will put more stress on developing the half dozen or so you'll start in the first 100 turns of the game; it's unlikely you'll be able to found more without slowing down industrial development.

The Empire Builder offers you great flexibility because your strong economy allows you to mount a meaningful effort in any direction at short notice. You'll find yourself in good shape to fight the war of independence simultaneously with your opponents, or sooner. Having become independent, you have a choice. You can either turn your economy into a war machine and become a militarist, or you can pursue a peaceful policy to the end of the game, relying on your economy to put you over the top.

Note that the Empire Builder is practically the only strategy where it may sometimes make sense to convert

surplus production to points. Since the conversion is very expensive, you need a huge economic machine to make it worthwhile.

The Colonist

Special Abilities: Colonist (10 points), Pacifist (5 points), Cartographer (15 points), and Navigator (10 points) or a 10 percent bonus to Colony points.

The Colonist is a distinct strategy from the Empire Builder. In this strategy, the focus is on founding as many colonies as you can as opposed to carefully siting a few and building them up. Because of this, the Colonist is not as easy as the Empire Builder—running 10 smaller colonies is harder than managing five huge ones! The defense of a far-flung colonial empire that always contains a couple of fledgling settlements also isn't too easy.

The Navigator and Cartographer Special Abilities make the task of starting many colonies quickly much, much easier. In addition, they provide you with a sizable advantage when getting Exploration points. The Colonist is perhaps the most balanced of all the strategies, allowing for many slight shifts of emphasis to suit individual style. Also, the Colony points won usually provide you with a very good position on the scoreboard. It is easier to win with this strategy than with any of the others—once you've managed to learn how to apply it consistently, which is not that easy.

The war of independence tends to be more difficult for the Colonist than for other players. Since the mother country can attack anywhere, you'll have a hard time preparing all your colonies, and almost invariably a couple will be weaker than the others. It's highly likely you will lose some, maybe even half, but as long as you have at least three that remain

Multiplayer

The Colonist is a difficult strategy to follow in multiplayer games. Some of your settlements will be threatened most of the time, and you may well come up against alliances formed to fight your expansion.

independent and strong, you'll eventually win.

In the postindependence era, you'll have to quickly build up your military even more—so many colonies in so many places always excite the greed of other players, sooner or later. A successful defense of all you have puts you in a strong position to win the game; if you've done reasonably well in other areas, your victory is almost certain.

The Conqueror

Special Abilities: Conqueror (15 points), Cartographer (15 points), Admiral (10 points). You may substitute Navigator for Admiral if you prefer speed to safety.

The strategy behind the Conqueror is simple. Whatever you want—and that includes winning the game—you get by force. The Conqueror Special Ability is needed for obvious reasons—one extra military unit per fort level. The others enable you to get everywhere fast, which is an absolute prerequisite in *Conquest* warfare. The game world shows any unit appearing in areas you've explored previously; the same applies to your opponents. An attack that's telegraphed from a distance has a much lesser chance of success than one that arrives quickly. In addition, the two "exploring" abilities provide you with a welcome boost in your Exploration points. You can use it, since choosing this strategy means forfeiting Victory points in many other areas.

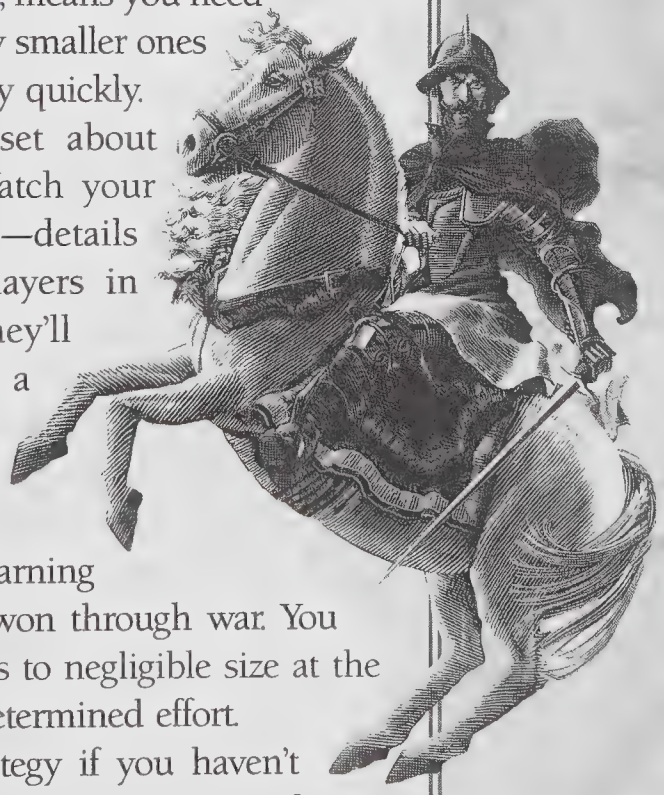
Being a Conqueror is a single-minded strategy. Again, you should make sure you start at least half a dozen colonies. The Colony points are important, and so is the ability to recruit armies in several spots at once.

From day one, you should focus on improving your military. Get your leaders and soldiers going on an intensive program of pacification of tribal villages. Don't start a colony

unless the area can accommodate at least three forts within a Level 4 colony site. You will build your colonies into industrial centers not for Miser points but to feed your war machine—you'll have more metal mines than mills!

Be quick at grasping opportunities to fight when your mother country gets angry at someone. War is a frequent occurrence in the opening stages of the game, and you'll be surprised at how easy it is to take a computer player's colony before it grows big. Since computer players tend to improve one colony before starting others, often you'll have eliminated an adversary at the same time.

Your military should be ready to fight for independence fairly quickly, but remember about the laws that govern the mother country's frequency of attacks. The 1-in-30 chance of an attack per colony center level, per turn, means you need at least two Level 4 colonies and a few smaller ones to get everything over with reasonably quickly.



After winning independence, set about your opponents without mercy. Watch your step only if it's a multiplayer game—details are discussed below. Computer players in *Conquest* are all amnesiacs, and they'll forget you were after them within a couple of turns. They'll only go after you if it has been their intention to do so anyway.

Because you have no point-earning Special Ability, your game must be won through war. You have to whittle down your opponents to negligible size at the very least, and that calls for a long, determined effort.

You should not choose this strategy if you haven't really mastered the art of fighting battles. The armies of computer players late in the game can get very strong, and it takes human cunning to defeat them.

The Rich Federator

Special Abilities: Conqueror (15 points), Admiral (10 points), Miser (5 points), plus the Navigator (10 points) or 10 percent bonus for Combat Victory points.

The Rich Federator is a strategy custom-made for the High Native player. The Conqueror Special Ability is essential to meet the military demands of federating tribes. The Admiral removes some of the handicap caused by the Level 2 limitations of High Native ships. The addition of Navigator turns High Native catamarans into hydrofoils, which lets you locate the Europeans and set about frying their hides with record speed. It will also significantly speed up the federating process.

Note that the Cartographer, the most desirable of all abilities for the Europeans, isn't as attractive: High Natives already enjoy a land movement bonus. The Miser capitalizes on the fact that your Level 1 gold mine is 2.5 times more productive than the European. Also, the native trade system means you will be making tons of gold.

You have two plans of action possible. One is to build and explore a little, founding at least one colony next door to the Europeans before beginning to federate tribes. The other is to get going the moment you have a couple of Level 2 leaders and a dozen military units. The second option is the more difficult one, but it yields many extra Combat points and is preferable if you've also allocated a 10 percent bonus to Combat Victory points.

You reach a milestone when you've federated approximately 20 percent of the tribes

in the game. From this point onward, war against the Europeans is a viable proposition. Watch the Colonial Gazette carefully for news of a war, then step in on one of the sides. Above all, federate all the tribes in the vicinity of European colonies as soon as you can. European players will attempt to wipe them out if they're hostile, and you'll lose potential allies.

Your armies will often be fighting several battles between turns, and they need expert leadership in combat. Quite often, your federating army will be outnumbered two to one, and only your skill and your leader's number of attacks can save the day. This will be just a foretaste of what things will look like when you tackle the Europeans.

You must take advantage of the fact that the High Native War College is inexpensive and begin military research early on. Remember that native tribes get stronger as the game goes on, and their military units increase in efficiency.

Multiplayer Conquest

Multiplayer games bring to *Conquest* all the variety and unpredictability you could wish for, and more. There are almost as many strategies as there are encounters—humans remember how you won the last time, and they will be on the lookout for certain moves. It pays to modify your strategy not only with every opponent but with every game.

Competing Abilities

Choosing abilities in multiplayer *Conquest* is slightly different from solitaire games. There is added emphasis on movement, and generally it is a wise thing to get both Cartographer and Navigator.

The remaining 15 points define your strategy, since the first two choices simply enhance movement (if other players select them, too, you won't even get an Exploration points advantage). If you are going to fight, choose Conqueror. If you are going for economic development, choose Miser and Pacifist plus point bonus, or Colonist and Pacifist. Pacifist is always a good choice, unless you're sure there's going to be plenty of bloodshed.

In multiplayer games, it is generally more important to identify an opponent's strategy than when playing solitaire. The computer player follows a predictable pattern—building up the first colony, building others nearby, and finally getting aggressive. Humans are much more unpredictable, and it will lessen the uncertainty if you manage to recognize their goals and take an educated guess about their Special Ability.

First Steps Among Others

Multiplayer games are much more dangerous. Although wars are fairly frequent in the opening stages of any game, the computer players rarely, if ever, take advantage of the fact to mount an invasion. They prefer to concentrate on development first.

Humans are much more bloodthirsty, and occasionally an armed confrontation takes place even before any colonies are founded. You should build a fort before you even upgrade the colony center to Level 2. The exception is when you've got a friendly tribe or two nearby and can count on native support.

You should make locating your human opponents as high a priority as discoveries. Coming across a rival's colony has much more meaning than in solitaire games: It means

the possibility of regular, mutually profitable trade or an alliance—or the opportunity to gain a colony and eliminate an opponent.

A Different Independence

Winning independence in multiplayer games is a lot like playing solitaire—after all, the mother country is controlled by your wicked computer. However, there are some important pre- and postindependence differences.

It's advisable for human players to coordinate independence bids with one another in order to avoid the motherland's cruel, computer-controlled trade embargo. Remember that your trading partner has to have full pockets to be of any use. Use spies to find out how rich the other party is, and if you are afraid of giving offense, propose a few trade deals to get the feel of things. You want someone who will take deliveries from you each turn. The transactions should run into three figures to be worthwhile. Don't use up your trade allowance by making nickel-and-dime transactions every turn—make dollar deals every few turns instead.

In multiplayer games, gaining independence has much more meaning because the players are then free to make their own policy and exercise that right in full. Diplomacy points are truly hard to get, unless everyone is uncertain of everyone else's strength and the game turns into an afternoon tea thrown by the Mutual Admiration Society. However, in most multiplayer games the difference between preindependence and postindependence is the difference between a wading pool and the ocean.

Once the computer's restraints on behavior are removed, many players turn into bloodthirsty ogres. Do not weaken your military after winning against the mother country. On

Multiplayer

Alliances are usually more profitable than war in the opening stages of a multiplayer game. You can always break them later.

Multiplayer

It often makes sense to attack an enemy with two of your armies simultaneously, particularly if your leaders have the enemy leader between them. This pincer movement makes it difficult for your opponent to evade battle.

the contrary, build it up. Don't even attempt to start a new colony without two leaders and an army-in-residence. There's a substantial chance something nasty might happen.

War and Peace

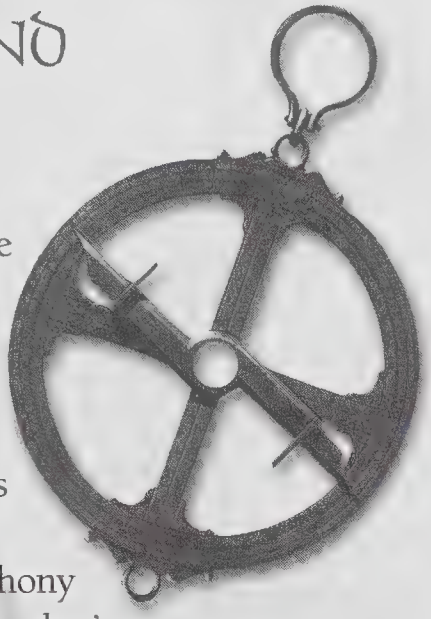
The wars that often erupt once independence has arrived are different from solitaire games in one important respect: Many battles are fought in the field, and often the storming of a colony is a foregone affair.

Some wars are forced on you. Other aren't, and should always consider the consequences of a war before you start it. In addition to the obvious, such of the state of your economy, you should also take a look at the Current Standings. If you are leading by a slim margin and the end of the game is near, let your army rest. Every act that has a bad effect on diplomatic relations carries a penalty in Diplomacy points. Thus, you may end up the loser regardless of whether you win the war or not.

When trying to intercept an enemy army, you may receive a somewhat mysterious message about the battle being aborted because someone was too far away. This is caused by the game's turn-based structure. The enemy leader you see and direct your army at is free to move within his turn. If his new position lies within the movement allowance of your

army, a battle takes place. If the enemy has moved out of reach of your army, you get the "Battle Aborted" message.

Phony War and Other Bluffs



Multiplayer games feature the possibility of a classic human cheat—the make-believe war. Occasionally, you may see two players fighting a long war in which neither seems able to gain an advantage.

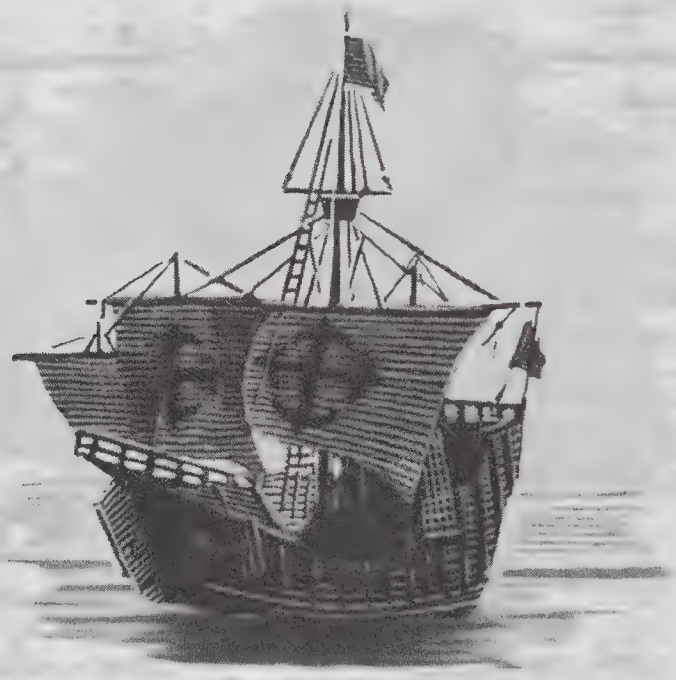
What you're seeing is a phony war, manufactured to stuff each other's scores with Combat points. A multiplayer game offers the opportunity to lie and cheat, which cannot be done when playing against the computer.

Human opponents are particularly susceptible to bluff, and you should press this advantage whenever possible. The continuous presence of an army on the outskirts of another player's colony and a couple of ships lying off-shore are very persuasive, just like in real life.

Finally, the single most important thing to remember about multiplayer games is that they are games. The situations in *Conquest* often reward treachery, which incidentally makes the game more interesting, but it can sometimes be upsetting. Remember: It's just a game.

Multiplayer

When entering an alliance, try to spare a warship and anchor it outside your new ally's port. It works very well as both reassurance and a reminder.

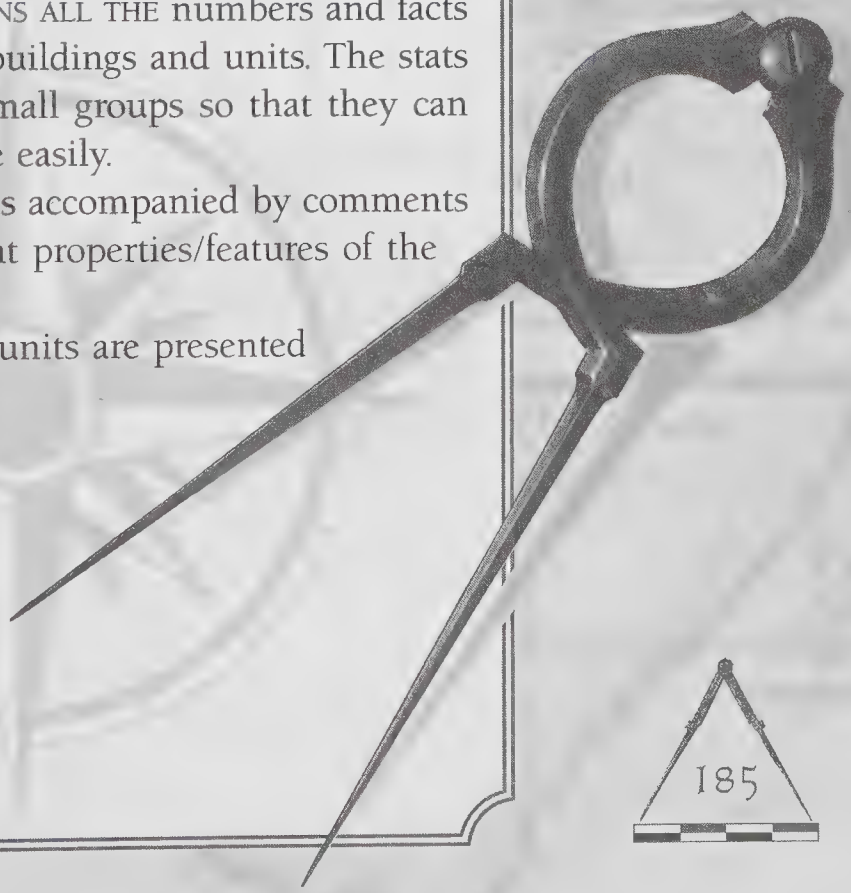


Chapter Nine
Conquest by Numbers

THIS CHAPTER CONTAINS ALL THE numbers and facts about *Conquest*'s buildings and units. The stats are divided into small groups so that they can be referenced more easily.

Each set of stats is accompanied by comments highlighting the most important properties/features of the buildings/units.

High Native buildings and units are presented in a separate section.

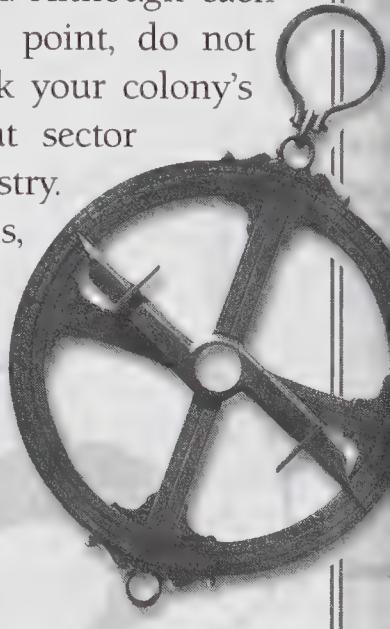


European Buildings and Units

European buildings and units have four levels. It is impossible to do well without constantly upgrading colonial structures, and higher level units are much more effective.

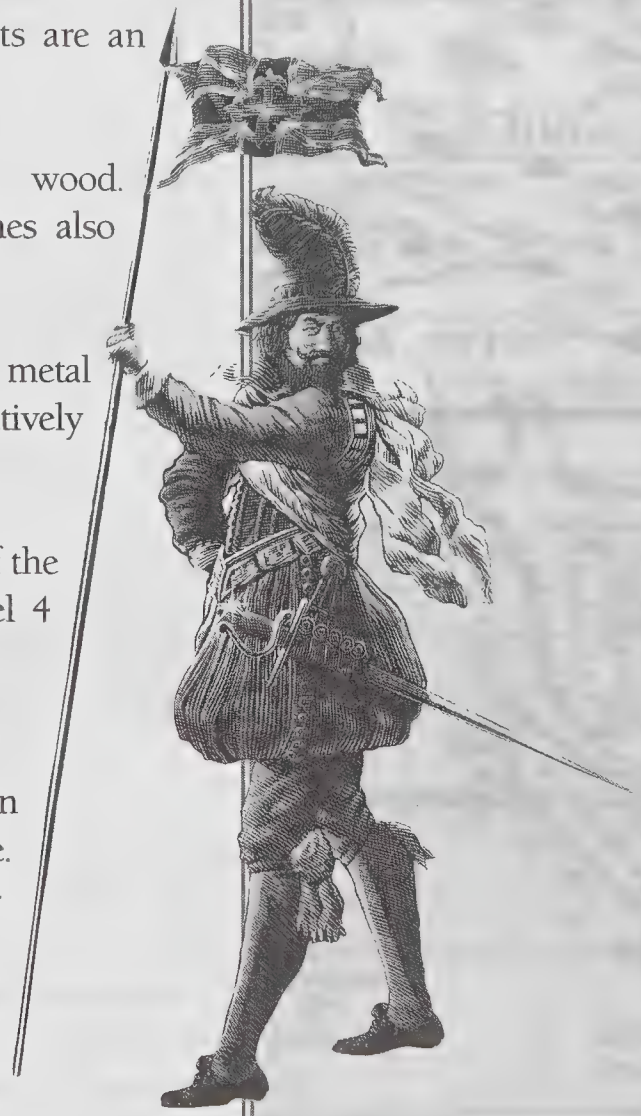
European Buildings

Successful development of a colony requires that you know which buildings to upgrade to what level. Although each 20 building levels earns you a Colony point, do not upgrade for the sake of upgrading. Check your colony's Commodity Detail before deciding what sector needs upgrading—housing, defense, industry. When upgrading industry, start with farms, mines, and mills that have the highest productivity bonus.



Each level is characterized by certain requirements:

- Level 1 buildings require only wood. Forts are an exception, as is commerce.
- Level 2 buildings require metals and wood. Commerce also requires goods, and churches also cost gold.
- Level 3 buildings require goods in addition to metal and wood. Most buildings also require relatively small amounts of gold.
- Level 4 buildings require gold as well as all of the above—goods, metals, and wood. Only Level 4 farms do not cost gold.



The sections below detail the construction cost and properties of each type of structure. Employment, production, and consumption figures are given as applicable.

Colony Center

The colony center is your colony's most important single structure. It determines the size of the colony site and the level of possible development.

The Level 1 colony center is "built" by dissolving the settler unit.

Level	Construction Costs	Capacity
1	None	100 people
2	5 metals, 20 wood	300 people
3	100 gold, 10 metals, 5 goods, 40 wood	600 people
4	250 gold, 20 metals, 10 goods, 80 wood	1,000 people

Housing

Housing does not "produce" anything, but this is where you recruit settlers. The level of the settlers corresponds to the level of the housing.

Level	Construction/Upgrade Costs	Capacity
1	2 wood	100 people
2	2 metals, 5 wood	300 people
3	10 gold, 5 metals, 2 goods, 10 wood	450 people
4	40 gold, 10 metals, 5 goods, 15 wood	600 people

Farms

Farms provide food for your colonists and raw materials for commerce. They also are a common trade commodity. A farm is the only structure to provide housing for its work-force.

Level	Construction Costs	Capacity/Employment	Production
1	4 wood	40 people	3 crops per turn
2	4 metals, 10 wood	80 people	9 crops per turn
3	10 metals, 4 goods, 20 wood	120 people	21 crops per turn
4	20 metals, 10 goods, 32 wood	160 people	36 crops per turn

Mills

Mills produce lumber—the main construction material for your colony.

Level	Construction Costs	Employment	Production
1	3 wood	20 people	1 wood per turn
2	3 metals, 7 wood	60 people	3 wood per turn
3	10 gold, 7 metals, 3 goods, 15 wood	120 people	7 wood per turn
4	50 gold, 15 metals, 7 goods, 25 wood	200 people	12 wood per turn

Metal Mines

Metal mines are grouped together with gold mines for the purpose of calculating the Specialization bonus.

Level	Construction Costs	Employment	Production
1	4 wood	30 people	1 metals per turn
2	4 metals, 10 wood	90 people	3 metals per turn
3	10 gold, 10 metals, 4 goods, 20 wood	180 people	7 metals per turn
4	50 gold, 20 metals, 10 goods, 32 wood	300 people	12 metals per turn

Gold Mines

Gold mines count with metal mines toward the Specialization bonus. They are the most costly and labor-intensive of all the game's industries.

Level	Construction Costs	Employment	Production
1	8 wood	60 people	20 gold per turn
2	8 metals, 20 wood	180 people	60 gold per turn
3	20 gold, 20 metals, 8 goods, 40 wood	360 people	140 gold per turn
4	100 gold, 40 metals, 20 goods, 64 wood	600 people	240 gold per turn

Commerce

Commerce does not enjoy a Specialization bonus the way other industries do. Instead, commerce buildings at higher levels use less raw materials per crate of produced goods.

Level	Construction Costs	Employment	Consumption	Production
1	3 metals, 2 goods, 3 wood	20 people	1 crops, 1 metals, 1 wood	1 goods per turn
2	7 metals, 5 goods, 7 wood	60 people	2 crops, 2 metals, 2 wood	3 goods per turn
3	20 gold, 15 metals, 10 goods, 15 wood	120 people	3 crops, 3 metals, 3 wood	7 goods per turn
4	60 gold, 25 metals, 16 goods, 25 wood	200 people	4 crops, 4 metals, 4 wood	12 goods per turn

Docks/Trading Posts

Docks and trading posts allow trade and transfer of goods by water. Docks built on the seashore also act as shipyards.

Docks support ships. Your first dock can support four ships. Each extra dock/dock level increases that support by one.

Additional docks at Level 2 and higher increase the number of trades possible in a turn as well as the quantity of crates allowed per trade.

Level	Construction Costs	Employment
1	2 wood	30 people
2	2 metals, 5 wood	90 people
3	5 metals, 2 goods, 10 wood	180 people
4	25 gold, 10 metals, 5 goods, 16 wood	300 people

Forts

Forts are where you raise your army. Each fort can support a limited number of soldiers, which increases by 3 units per level. The first fort you build can support 9 military units, each subsequent one—3 more. The Conqueror Special Ability means you get 1 extra military unit for every new fort and additional level.

Level	Construction Costs	Employment
1	1 metals, 10 wood	20 people
2	5 metals, 25 wood	60 people
3	20 gold, 15 metals, 5 goods, 50 wood	120 people
4	90 gold, 30 metals, 15 goods, 75 wood	200 people

Taverns

Taverns are where you recruit explorers. Your first tavern can support six; each additional tavern or tavern level increases that number by one.

Level	Construction Costs
1	2 wood
2	2 metals, 5 wood
3	10 gold, 5 metals, 2 goods, 10 wood
4	40 gold, 10 metals, 5 goods, 15 wood

Churches

Churches promote immigration by 10 people per church level. With the Missionary Special Ability, churches also cause positive change in relations with native tribes.

Level	Construction Costs
1	5 wood
2	20 gold, 5 metals, 12 wood
3	50 gold, 12 metals, 5 goods, 25 wood
4	100 gold, 25 metals, 12 goods, 40 wood

War College

The War College acts as a military research and training center. Investment in research is essential to retaining a viable military.

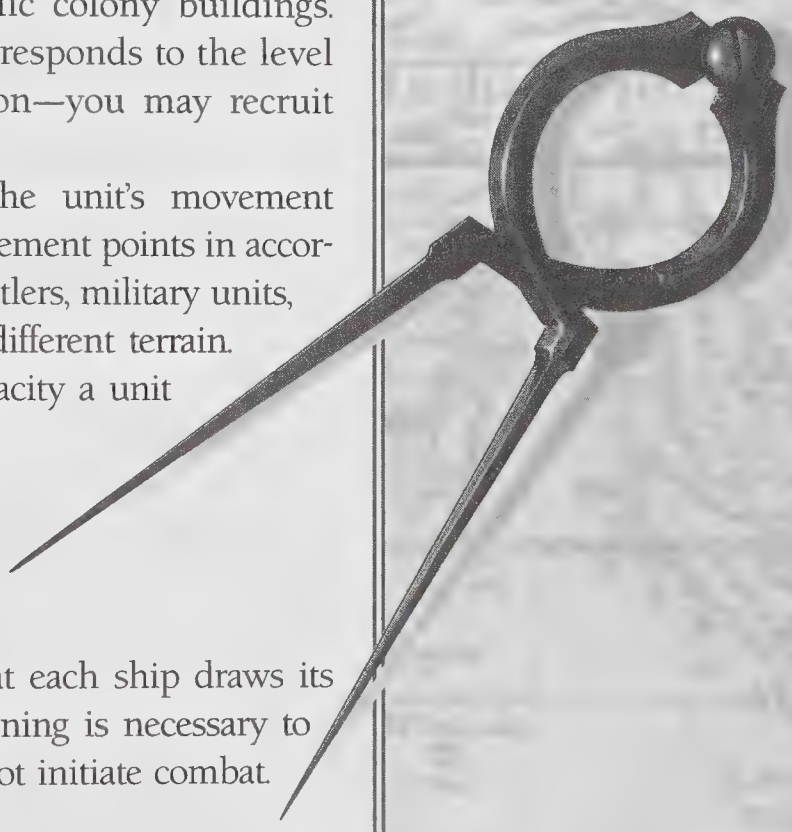
Only one War College can be built in each colony. However, the sums spent in all War Colleges are added up in every research category each turn.

War Colleges cannot be upgraded. They cost 20 gold, 15 metals, five goods, and 50 wood to build.

European Units

European units are recruited in specific colony buildings. The level of the unit almost always corresponds to the level of the building. Forts are the exception—you may recruit units at or below the level of the fort.

The term "movement" refers to the unit's movement allowance. Each land/water tile costs Movement points in accordance with the unit's movement type. Settlers, military units, and explorers all move differently over different terrain. "Cargo load" states how much cargo capacity a unit takes upon a ship.



Ships

Ships are built in ocean docks. Note that each ship draws its crew from the colony that built it—planning is necessary to avoid labor shortages. Level 1 ships cannot initiate combat.

Level	Construction Costs	Cargo Capacity	Movement
1	50 gold, 4 metals, 10 wood	300	15,000 pts
2	100 gold, 8 metals, 20 wood	400	17,500 pts
3	150 gold, 20 metals, 8 goods, 50 wood	600	20,000 pts
4	200 gold, 40 metals, 20 goods, 100 wood	800	22,500 pts

Explorers

Explorer units exist for one purpose only: exploring territory. They are recruited and supported by taverns. The level of the explorer is the same as the level of the tavern.

Note that the explorer is a land unit, but it does not move the way other land units do. Rivers cost very few Movement points, particularly when the explorer is traveling downriver.

Level	Cost	Movement	Cargo Load
1	20 gold, 1 colonist	12,500 pts	1
2	50 gold, 1 colonist	15,000 pts	2
3	100 gold, 1 colonist	17,500 pts	3
4	200 gold, 1 colonist	20,000 pts	4

Settlers

Settlers are units that start new colonies. Settlers always "build" a Level 1 colony center, regardless of their own level. They are recruited from housing of the same level.

Level	Cost	Movement	Cargo Load
1	50 gold, 15 crops, 15 wood, 150 colonists	6,000 pts	30
2	100 gold, 30 crops, 30 wood, 300 colonists	8,000 pts	60
3	150 gold, 45 crops, 45 wood, 10 metals, 450 colonists	10,000 pts	80
4	200 gold, 60 crops, 60 wood, 20 metals, 10 goods	12,000 pts	100

Leaders

Leaders organize your armies and provide attacks in combat. An army moves at the speed of its leader regardless of the units it contains. Each leader comes with the basic ability to organize five units and execute three attacks per turn on the battlefield. (For details, please refer to Chapter 7.)

Level	Cost	Movement	Cargo Load
1	100 gold, 1 colonist	10,000 pts	1
2	200 gold, 1 colonist	12,500 pts	1
3	350 gold, 1 colonist	15,000 pts	1
4	500 gold, 1 colonist	17,500 pts	1

Infantry

Infantry on board a ship significantly increases the chances of its success in combat. (For details, refer to Chapter 7.)

Level	Cost	Movement	Cargo
1	5 gold, 1 metals, 10 colonists	7,500 pts	10
2	10 gold, 2 metals, 15 colonists	10,000 pts	20
3	15 gold, 5 metals, 1 goods, 20 colonists	15,000 pts	30
4	20 gold, 10 metals, 2 goods, 25 colonists	17,500 pts	40

Cavalry

Cavalry on board a ship slightly increases its chances of success in combat.

Level	Cost	Movement	Cargo Load
1	10 gold, 2 metals, 10 colonists	10,000 pts	20
2	20 gold, 5 metals, 15 colonists	12,500 pts	40
3	30 gold, 10 metals, 2 goods, 20 colonists	15,000 pts	60
4	40 gold, 16 metals, 5 goods, 25 colonists	17,500 pts	80

Artillery

Artillery on board a ship does not have any effect on its chances in combat.

Level	Cost	Movement	Cargo Load
1	10 gold, 5 metals, 5 colonists	7,500 pts	20
2	20 gold, 10 metals, 10 colonists	10,000 pts	40
3	30 gold, 20 metals, 2 goods, 15 colonists	12,500 pts	60
4	40 gold, 32 metals, 5 goods, 20 colonists	15,000 pts	80

High Native Buildings and Units

High Native buildings and units are uncomplicated, since there are only two possible levels. Both units and buildings are identical to the European ones, but their characteristics are slightly different. The most striking differences are the different production rates for industry, especially gold mines, and the extra land movement allowance for High Native units.

High Native Buildings

High Native farms are less productive than European ones, making big colonies difficult to feed. Gold mines are incredibly productive, but that does not really compensate for the rather primitive economy.

High Native industries do not enjoy a Specialization bonus. However, the High Native colony center's site size often enables High Native industries to enjoy very high Production bonuses.

Colony Centers

High Native colony centers offer superior site coverage—Level 1 sites are the size of European Level 2, while High Native Level 2 colony centers provide sites bigger than European Level 4s.

Level	Construction Costs	Capacity
1	None	100 people
2	5 metals, 20 wood	300 people

Housing

High Native housing has identical requirements and capacity to equivalent European structures.

Level	Construction/Upgrade Costs	Capacity
1	2 wood	100 people
2	2 metals, 5 wood	300 people

Farms

High Native farms have lower production levels than European farms. However, they also provide housing for their workforce.

Level	Construction Costs	Capacity/Employment	Production
1	4 wood	40 people	2 crops per turn
2	4 metals, 10 wood	80 people	6 crops per turn

Mills

High Native mills cost the same and produce the same amount of lumber each turn as European Level 1 and 2 mills.

Level	Construction Costs	Employment	Production
1	3 wood	20 people	1 wood per turn
2	3 metals, 7 wood	60 people	3 wood per turn

Metal Mines

You usually do not require many metal mines, even with an intensive recruiting campaign going on. Level 1 and 2 High Native military units do not use up a lot of metals, and there's no big manufacturing industry.

Level	Construction Costs	Employment	Production
1	4 wood	30 people	1 metals per turn
2	4 metals, 10 wood	90 people	3 metals per turn

Gold Mines

High Native gold mines are a bright spot in the economy. Their high production levels ensure a steady flow of gold into the High Native treasury.

Level	Construction Costs	Employment	Production
1	8 wood	60 people	50 gold per turn
2	8 metals, 20 wood	180 people	150 gold per turn

Commerce

High Native players have to acquire goods from other European players to build commerce. There is no set demand for goods in the High Native economy—they're used exclusively for trading.

Level	Construction Costs	Employment	Consumption	Production
1	3 metals, 2 goods, 3 wood	20 people	1 crops, 1 metals, 1 wood	1 goods per turn
2	7 metals, 5 goods, 7 wood	60 people	2 crops, 2 metals, 2 wood	3 goods per turn

Docks/Trading Posts

Docks and trading posts allow trade and transfer of goods by water. Docks built on the seashore also act as shipyards.

Docks support ships. Your first dock can support four ships. Each extra dock/dock level increases that support by one.

Additional docks at Level 2 increase the number of trades per turn as well as the quantity of crates allowed per trade.

Level	Construction Costs	Employment
1	2 wood	30 people
2	2 metals, 5 wood	90 people

Forts

All High Native colonies should have at least two forts, preferably more, even if you have the Conqueror Special Ability. This is because High Native armies compensate for weaker units by being larger than their European counterparts.

Level	Construction Costs	Employment
1	1 metals, 10 wood	20 people
2	5 metals, 25 wood	60 people

Taverns

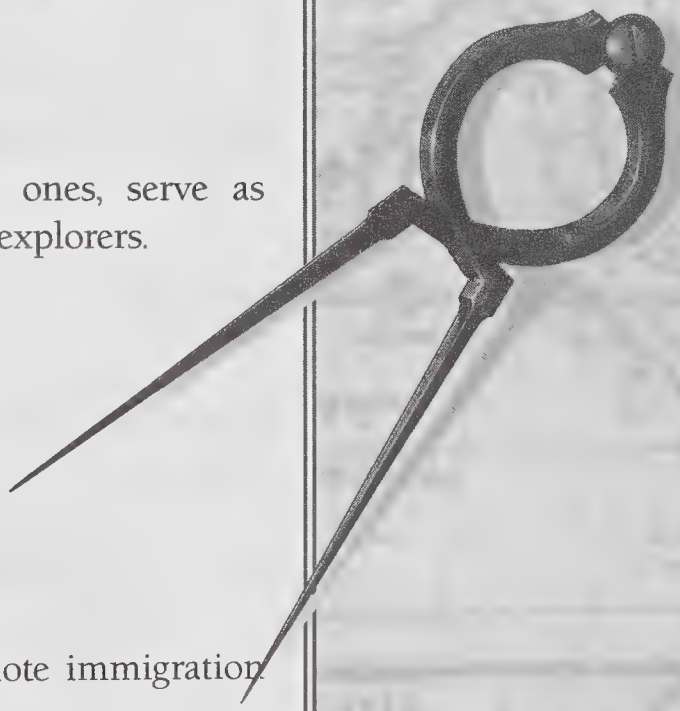
High Native taverns, just like European ones, serve as recruitment spots and provide support for explorers.

Level	Construction Costs
1	2 wood
2	2 metals, 5 wood

Churches

Like in European colonies, churches promote immigration by 10 people per church level.

Level	Construction Costs
1	5 wood
2	20 gold, 5 metals, 12 wood



War Colleges

The High Native War College is an urgent necessity. Unfederated native tribes increase in strength and improve their military throughout the game, and you'll need expert soldiers to succeed. Fortunately, High Native War Colleges are very cheap in comparison with their European counterparts—they cost just 150 gold, 15 metals, and 50 wood to build.

High Native Units

High Natives have all the units Europeans have, with the exception of artillery. As discussed elsewhere, you cannot recruit units better than Level 2. However, High Native military units can be promoted to higher levels as a result of combat experience.

Ships

High Native ships compare very poorly with their European counterparts, making the Admiral an attractive special ability.

Level	Construction Costs	Cargo Capacity	Movement
1	50 gold, 4 metals, 10 wood	300	15,000 pts
2	100 gold, 8 metals, 20 wood	400	17,500 pts

Explorers

High Native explorers enjoy an advantage over Europeans. At Level 1, the High Native explorer has 20 percent more Movement points.

Level	Cost	Movement	Cargo Load
1	20 gold, 1 colonist	15,000 pts	1
2	50 gold, 1 colonist	17,500 pts	2

Settlers

The movement bonus for High Native settlers makes them much more nimble than Europeans. However, you should still always attach them to a leader!

Level	Cost	Movement	Cargo Load
1	50 gold, 15 crops, 15 wood, 150 colonists	8,000 pts	30
2	100 gold, 30 crops, 30 wood, 300 colonists	10,000 pts	60

Leaders

High Native leaders are better than European leaders—they come with plenty of Experience points. They also enjoy the traditional land movement bonus.

Level	Cost	Movement	Cargo Load
1	100 gold, 1 colonist	12,500 pts	1
2	200 gold, 1 colonist	17,500 pts	1

Infantry

Because of its defensive role in combat and subsequent heavy casualties, High Native infantry tends to rise rapidly through the levels. Most Level 2 infantry is promoted to Level 3 following a couple of engagements.

Level	Cost	Movement	Cargo
1	5 gold, 1 metals, 10 colonists	10,000 pts	10
2	10 gold, 2 metals, 15 colonists	12,500 pts	20

Cavalry

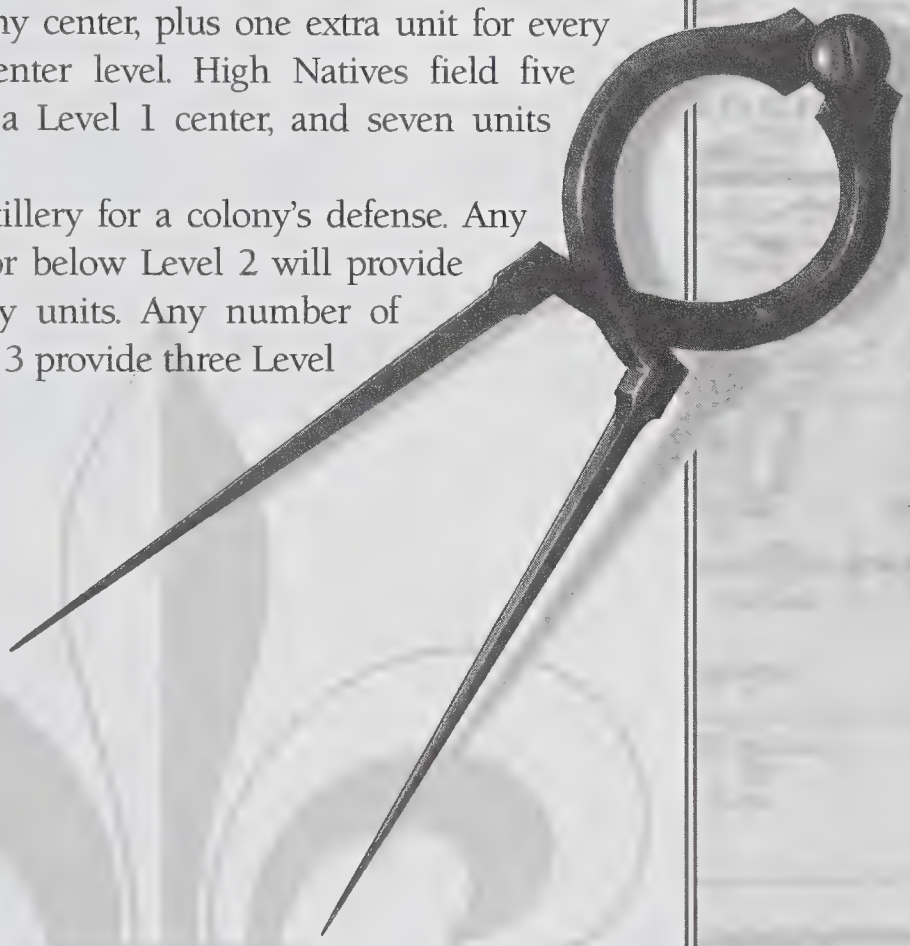
Level 2 High Native cavalry makes a semi-decent exploring unit, thanks to the High Native land movement bonus.

Level	Cost	Movement	Cargo Load
1	10 gold, 2 metals, 10 colonists	12,500 pts	20
2	20 gold, 5 metals, 15 colonists	12,500 pts	40

Colony Defense

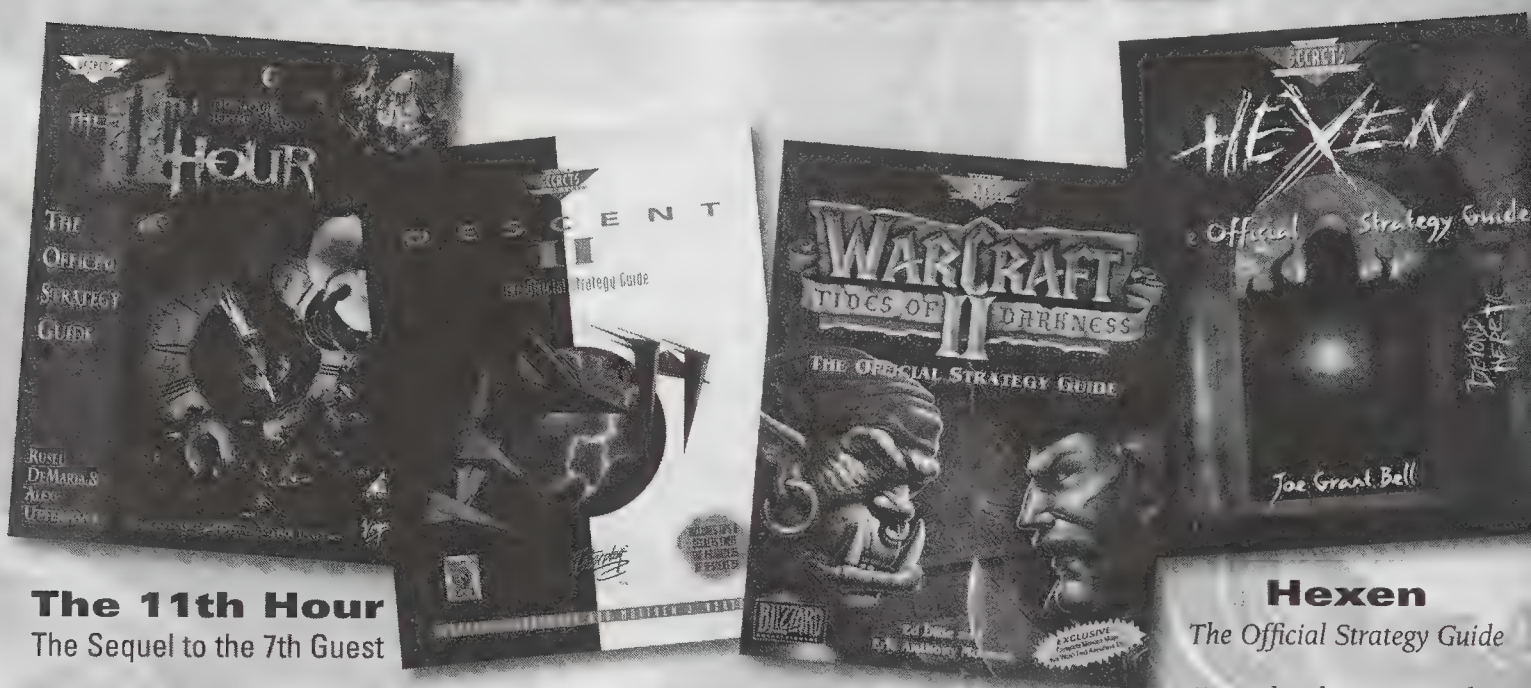
A colony under attack fields militia units. The numbers change with colony center levels, and they are also different for High Natives. Europeans field four Level 1 infantry units from a Level 1 colony center, plus one extra unit for every additional colony center level. High Natives field five Level 1 units from a Level 1 center, and seven units from a Level 2.

Forts provide artillery for a colony's defense. Any number of forts at or below Level 2 will provide two Level 1 artillery units. Any number of forts at or over Level 3 provide three Level 1 artillery units.



Prima

The World Leader in



The 11th Hour
The Sequel to the 7th Guest

Once you venture into Stauf's haunted mansion, you have only one hope for survival... this guide! Escape the evil and foreboding underworld with help from detailed puzzle strategies and solutions, locations of Treasure Hunt items and a complete fictional walk-through of the game.

$19.95
ISBN 1-55958528-5
By Rusel DeMaria

Descent II
The Official Strategy Guide

Game players must rescue stranded hostages, destroy each command center and get out alive—not an easy task when they're faced with 30 mind-scrambling new levels! But there is hope, as this guide includes detailed maps and strategies for each new level.

$19.99
ISBN 0-76150291-2
By Raphael Hernandez and Matt Norton

WarCraft II
Tides of Darkness
The Official Strategy Guide

No matter which side they choose, this guide will keep gamers on the victorious end of the pounding, pillaging, and plundering! From Zeppelins to Gryphon Riders, it's easy to build impermeable defenses and launch brutal assaults when you've got this book!

$19.95
ISBN 0-76150188-6
By Ed Dille

Hexen
The Official Strategy Guide

Enter the ultimate sword and sorcery battlefest that is Hexen! Destroy the Serpent Rider, and restore order to the Chronos dimension before it's too late! Whether players do battle as the mage, cleric, or fighter, this guide has what they need to complete their mission!

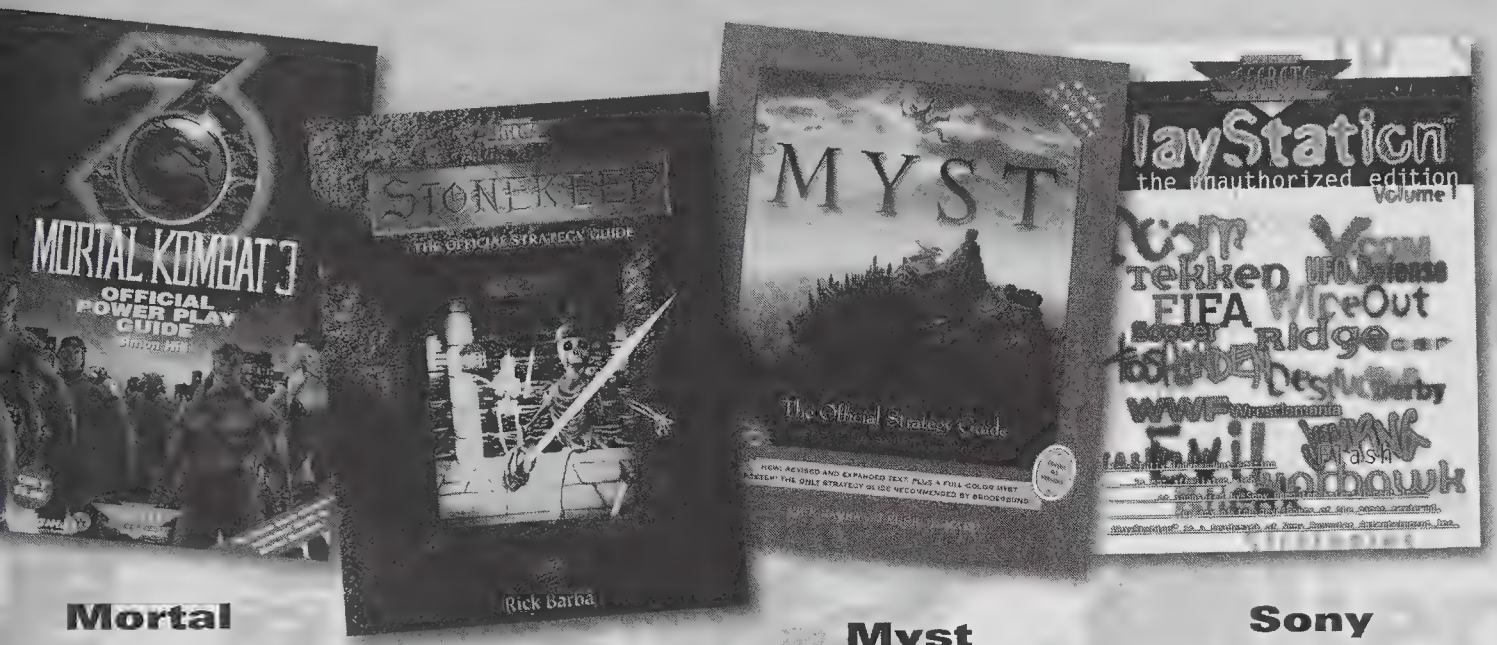
$19.95
ISBN 0-76150388-9
By Joe Grant Bell

PRIMA'S SECRETS OF THE GAMES

Prima Publishing
PO Box 629000 • El Dorado Hills, CA 95762
To Order Call 1•800•531•2343

Secrets of the Games® is a registered trademark of Prima Publishing, a division of Prima Communications, Inc.

Publishing
Electronic Entertainment Books!



Mortal Kombat 3
Official Power Play Guide

For Power Players, this guide gives gamers all the secrets that will make them true tournament warriors! Includes the low-down on all 14 Kombatants and full color screen shots of 1000+ moves, attacks, and combinations.

$9.95
ISBN 0-76150401-X
By Simon Hill

Stonekeep
The Official Strategy Guide

Game players will need a trusty blade, sharp wits and this guide if they hope to succeed in their quest to defeat the Shadowking! Inside tips include how to master all the dungeon levels, the secret of Ithark, and more!

$19.95
ISBN 1-55958733-4
By Rick Barba

Myst
The Official Strategy Guide, Revised and Expanded Edition

In this #1 bestselling, ultimate, authoritative source for answers and information about Myst Island and the Ages of Myst, gamers will find a complete fictionalized walkthrough of Myst, detailed information about the many puzzles, screen images of the most important locations, and much more!

$19.95
ISBN 0-76150102-9
By Rick Barba and Rusel DeMaria

Sony PlayStation Game Secrets
The Unauthorized Edition Volume 1

This incredible compendium gives gamers the best tips and tricks on over thirty of the hottest PlayStation games, as well as all the information they'll need for PlayStation Link Up for modem play, internet access, and add-ons.

$12.99
ISBN 0-76150200-9
By Vince Matthews and Douglas R. Brumley

PRIMA'S SECRETS OF THE GAMES

your VISA or Mastercard number, expiration date, and your name and address. Please add $4.00 shipping and handling for the first book, ($1.00 for each additional
the U.S. (California residents add 7.25% sales tax, Tennessee residents add 8.25% sales tax, Maryland residents add 5% sales tax, Indiana residents add 5% sales
low 2-3 weeks for delivery. Canadian orders please add $6.00 shipping and handling ($1.00 for each additional book) and 7% GST. U.S. funds only, please.

Secrets of the Games® series is distributed in the UK and EEC by BOXTREE LTD. Look for Prima books at your local bookshop, or order directly through
Book Services; Tel. 44 (0) 1903 732596 Fax 44 (0) 1903 730914 *Access, Visa and Mastercard accepted.*

FILL IN AND MAIL TODAY

PRIMA PUBLISHING
P.O. BOX 1260BK
ROCKLIN, CA 95677

USE YOUR VISA/MC AND ORDER BY PHONE:
(916) 632-7400 (M-F 9:00-4:00 PST)

Please send me the following titles:

Quantity	**Title**	**Amount**
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Subtotal	$_____
Postage & Handling *($4.00 for the first book plus $1.00 each additional book)*	$ _____
Sales Tax	
7.25% Sales Tax (California only)	
8.25% Sales Tax (Tennessee only)	
5.00% Sales Tax (Maryland only)	
7.00% General Service Tax (Canada)	$_____
TOTAL *(U.S. funds only)*	$_____

❑ Check enclosed for $_____(payable to Prima Publishing)
Charge my ❑ Master Card ❑ Visa

Account No. _____Exp. Date _____

Signature _____

Your Name _____

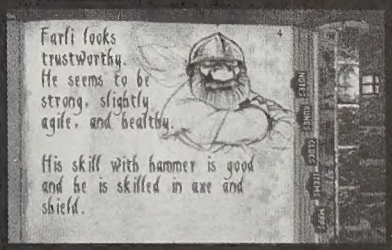
Address _____

City/State/Zip _____

Daytime Telephone _____

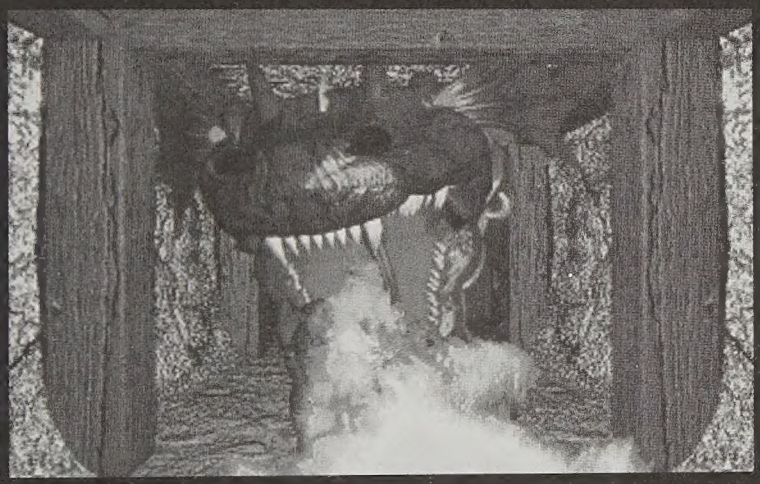
Satisfaction is guaranteed— or your money back!
Please allow three to four weeks for delivery.
THANK YOU FOR YOUR ORDER

STONEKEEP™


Farfi looks trustworthy. He seems to be strong, slightly agile, and healthy.
His skill with hammer is good and he is skilled in axe and shield.

An intelligent journal keeps track of characters encountered and clues you've heard and automatically maps your travels.

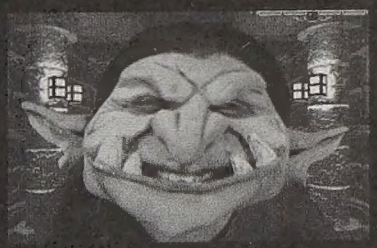
Step into the mystery of Stonekeep and begin a quest through dark corridors, treacherous sewers and subterranean realms of fairies, magic and the living dead. You'll discover a world where darkness reigns and where you become part of an in-depth storyline that unfolds at your command. Defeat evil, reclaim your immortal soul and experience the adventure that is Stonekeep.



Hollywood special effects, heart-pounding music and 3-D effects will draw you into this epic adventure.

It's an epic experience more powerful and realistic than anything you've imagined. Using innovative new technology, Stonekeep draws you into its dark reaches so completely you'll forget it's just a game. Your hands will wield weapons of metal and magic. You'll battle disembodied foes, rescue your allies from evil, liberate a massive dragon from bondage and discover an experience more realistic than anything you've ever imagined.

An epic production more than four years in the making, Stonekeep comes in a very special, limited-edition tombstone box with a hologram cover. It also includes the first chapter in the Stonekeep saga—*Thera Awakening*, a hard-bound novella, by Steve Jackson and David Pulver.



Full-screen graphics let you feel the full intensity of your quest.

"By Gamers. For Gamers." is Interplay's slogan and Stonekeep is the kind of game we've always wanted to play. It looks fantastic, sounds great and tells a really good story. It's one of those games you'll stay up playing until three in the morning on a work night. Basically, it's just a whole lot of fun... and to us, that's what games are all about.

SEE YOUR LOCAL
SOFTWARE RETAILER OR CALL
1-800-INTERPLAY

ACTUAL IBM
SCREENSHOTS SHOWN.

Interplay™

By Gamers. For Gamers™

17922 Fitch Avenue, Irvine, CA 92714
©1995 Interplay Productions. Stonekeep is a trademark of Interplay Productions.
All Rights Reserved.

U.S. $19.99
Can. $27.95
U.K. £15.99

Electronic Entertainment

New World Order

Whether your top priority is to discover the tallest mountain, establish trade with the local natives, or wipe out your rival's cavalry, here is everything you need to know to make it happen. From the art of navigation to the spoils of war, this guide shows you how to:

- Beat your rivals to all the major discoveries
- Build strong, prosperous colonies
- Raise and command invincible armies
- Manage foreign affairs using diplomacy, politics, and espionage
- Establish an illustrious, unshakable empire

With this book on your side you'll run your empire like a natural, rack up serious victory points, and leave rival colonies begging for mercy.

DEVELOPED BY

QUICKSILVER® SOFTWARE, INC.

MICHAEL RYMASZEWSKI is the author of Caesar II: The Official Strategy Guide and Command & Conquer Secrets and Solutions: The Unauthorized Edition (both from Prima).

Platform: PC CD-ROM, Macintosh CD-ROM

PRIMA'S SECRETS OF THE GAMES®

SECRETS OF THE GAMES®
A Registered Trademark of Prima Publishing

ISBN 0-7615-0170-3

9 780761 501701 51999

Made with love by

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!